Caio Nardelli Maranhão

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INFO

I'm a software engineer with a soft spot for **web** and **game development**, alongside **clean coding**. A **C++ enthusiast**, although I now enjoy the Rails universe quite a bit. *I am eager to learn, and know how to do so*.

EDUCATION

Software Engineering, Universidade de Brasília

2012-01 — Present │ Graduating

Engineering principles to build software, defining and applying a systematic, disciplined and quantifiable approach for the definition, development and maintenance of software.

SKILLS

Expert

C++ | Unity 3D | Git | Grails 2

Proficient

Ruby | Rails | JavaScript | C | MVC | REST | Java

Competent

Python | HTML 5 | SQL Server | PostgreSQL | TDD | Gradle

Beginner

CSS | Jersey | Maven

Learning

AngularJS | Vue.js | Rust

EMPLOYMENT

Partner and Developer, NorthShield

2016-04 — Present │ Agile Rails JavaScript Heroku

Highlights:

- Working remotely on a project from start to finish;
- Dealing with foreign clients.

Co-Founder and Developer, Oniric Pixel

2015-04 — Present | Unity 3D

Highlights:

- Attending public events to expose our game;
- Project management;
- Full-fledged game development.

Junior Software Architect, Ministério das Comunicações

2014-02 — 2016-09 | Agile PM Grails Java JavaScript

In partnership with Universidade de Brasília.

Highlights:

- Massive exposure to the Grails environment;
- Defining a reference software architecture;
- Leading a 3-person agile team on a software development project;
- Offering support for the IT department.

RECOGNITION

Certificate of Achievement, ACM-ICPC

2016-09-10 | Brazilian Sub-Regionals Finals

Classified to the Brazilian Regional Finals as a Reserve Contestant.

LANGUAGES

English
Native Speaker

Portuguese
Native Speaker

READING

r/programming
Current

Daily reader.

Code Complete
Current

Excelent reference for clean coding, with great checklists for each subject.