

Dody Gallerani

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SUMMARY

Software Engineering undergraduate with experience building and shipping applications using C#, Python, and TypeScript. Strong foundation in data structures, OOP, algorithms and distributed systems concepts. Experienced in owning the full software lifecycle, collaborating in agile environments, and leveraging AI-powered development tools to improve code quality and productivity.

WORK EXPERIENCE

Game Developer

May 2025 — Jan 2026

InterAntar

Santo André, SP

- Designed and deployed 3 production mobile applications using C#, Unity, and Git, owning the entire development lifecycle from design through deployment and maintenance.
- Collaborated in an agile, cross-disciplinary team to test and improve 18 applications, increasing stability for classroom use.
- Applied object-oriented design and reusable components to improve maintainability and extensibility of game systems.
- Used AI-assisted development tools for code generation, debugging and refactoring to accelerate development, reduce defects and improve code readability and maintainability.
- Presented software solutions at national events (SNCT 2025), incorporating user feedback to improve usability.

PROJECTS

Front-End Developer, Raycasting Engine

carmack-inc.github.io/raycasting-engine/

- Designed and documented system architecture using UML diagrams, clarifying component responsibilities and data flow.
- Developed frontend user interfaces using React and TypeScript, focusing on clean component design and maintainability.
- Implemented interactive visualizations to display raycasting behavior, collaborating with teammates responsible for core engine logic.
- Participated in code reviews and discussions improving system clarity and onboarding.
- Leveraged AI tools for code review assistance and test case generation to improve development efficiency.

EDUCATION

Federal University of ABC (UFABC)

Santo Andre, SP

Bachelor's of Science and Technology, Computer Science

Jun 2023 — May 2028

- Relevant Coursework: Data Structures, Database modeling, Object Oriented Programming (OOP), Discrete Mathematics, Agile Software Development, Unit Testing, C#, C, Python.

EXTRACURRICULAR ACTIVITIES

Organization Committee SEUFABC

May 2025 — Sep 2025

- Managed the event registration platform, contributing to a successful registration process with over 3,000 participants, achieving a 32% larger audience than the previous year.
- Coordinated logistics across 200 activities and multiple teams, ensuring reliable execution of a week-long engineering event.
- Led and supervised 140+ volunteers, assisting 700+ participants daily, resolving operational issues in real time.

SKILLS

- **Programming Languages:** Python, C, C#, TypeScript, Bash
- **Software Engineering:** Data Structures, Object-Oriented Programming, Algorithms, Unit Testing, Agile Development, CI/CD concepts, Relational Databases, Complexity Analysis
- **Technologies & Tools:** Git, Docker, UNIX/Linux, React, Tailwind CSS, Unity
- **AI & Productivity:** GenAI-assisted coding, code review support, debugging assistance, test generation, refactoring support

LANGUAGES

- English: C1
- Portuguese: C2