

# Dody Gallerani

+55 (11) 99216-1771 | São Paulo, Brazil | [dodygallerani@hotmail.com](mailto:dodygallerani@hotmail.com) | [github.com/GardenMovie](https://github.com/GardenMovie) | [in/dody-gallerani](https://in/dody-gallerani)

## 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/](https://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