

Giordano Souza

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Objective

To secure a challenging position as a developer where I can apply my problem-solving skills while expanding my experience through a fresh professional perspective. I am adaptable, a quick learner, and feel comfortable working both independently and in collaborative team environments.

Experience

Fiverr | Freelance Developer

NOV/2021 – AUG/2024

- Developed standalone visual applications and integrated modules for streamers.
- Designed dynamically animated characters and their interactions with streamers' hardware (keyboard, mouse, microphone, joysticks, etc.).
- Maintained detailed documentation and high organization in my software, even working independently.
- Managed the entire development cycle as a freelancer, from client communication, requirement gathering, and sales, ensuring client satisfaction.

Veloce.Tech | Technical Support

DEC/2020 – MAR/2021

- Provided technical support for a suite of POS (Point of Sale) applications by Veloce, handling troubleshooting, installations, documentation, and technical requests.
- Collaborated with development teams to resolve issues and improve product functionality.

Education

Federal University of Rio Grande do Sul (UFRGS)

5th semester, expected graduation 2026

B.S. in Computer Engineering

Relevant courses: Data structures, Algorithms, Object-Oriented-Programming, Database Fundamentals, and Program Construction Techniques.

Liberato Salzano Vieira da Cunha Technical School

2017

Technical course in Electrotechnics, integrated with high school.

Relevant courses: Electricity, Automation, Workplace Safety, Entrepreneurship.

Skills & abilities

- Programming Languages: Python, Java, C/C++, PHP, Assembly
- Languages: Portuguese (native), English (C2 - advanced), Spanish (intermediate)
- Frameworks: Tkinter, Django, Laravel, Pandas
- Tools: Git, SQL, Photoshop, Wordpress, Microsoft Office

Notable Projects and Collaborations

- RuneLingual: Translation system plugin for the game OldSchool RuneScape, using the RuneLite game client as the engine.
 - Non-profit, open-source project.
 - OldSchool RuneScape is a highly established MMORPG with over 20 years of development, a high level of complexity, and a loyal player base. However, the language barrier limits access for thousands of players.
 - Gathered requirements and collaborated directly with game moderators and RuneLite client maintainers (also fan-led) to create most of the core systems for the plugin.
 - Implemented a translation management system with a transcription repository.
 - Recruited multilingual developers after documenting and promoting the project in various player groups.
- SyncWizard: File synchronization system, similar to Dropbox. Developed for the Operating Systems course in the Computer Engineering program at UFRGS.
 - Non-profit, open-source project.
 - Contributed to the development of a client-server architecture system based on UNIX, along with three colleagues. It implements login, quota limits, synchronization mechanisms, and secure file handling.
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- IaKee's Avatar Manager (IAM): Avatar management software for streamers, developed during my freelance work on the Fiverr platform.
 - Closed-source project, supported for Windows.
 - The software includes an installer, modifier, uninstaller, launcher, and standalone applications with security processes for handling registries, disk, and files.
 - Although I cannot disclose the source code, I am available for demonstrations of samples, documentation, and key challenges faced.