

Pagani's resume:

Some bytes About me

I'm 19, my name is Pedro Paulo Monte Pagani and I live in Brazil, Brasília.

Education

High school completed, about to get into college for Computer science, I can speak English and Portuguese fluently, and a little bit of Spanish.

Professional history & Experience

I've been working in the past 2 years at Minecraft community, specially the Brazilian one, I've already opened servers with a friend, in those two years I learned Java and Bukkit, i'm a tutor of two developers and i'm also a support team member on the best course for MC & Java Development, also very familiar with multi-threading, I've worked at many servers on the brazilian community including minigames such as prison, factions, rankup, skywars, etc, while my journey started I had to dedicate myself 200%, because I wasn't a good English speaker and I had to become one to learn programming, considering that the best courses are all in English.

- 2 years of Java experience.
- 2 years at Bukkit/Spigot development.
- Experience with libraries(Redis, Fastutil, Jafama, etc)
- Experience with Data(SQL and noSQL)
- Parallelism(Multi-Threading)
- Bungeecord and other forks.
- Experience with NMS
- JDA
- Linear Algebra and math at all.

Qualifications

I'm experienced in scalable projects, all the servers that I was apart once got more than 200 concurrent players with no lag. I have a very solid experience when it comes to optimization, including all of my skills in programming.

Key Skills

Consistent, very disciplined, resilient, always striving for the best quality, the only thing that we can control in our lives is our actions, our work ethic. I'm very determined and focused on what I do. I'm honest and I'm always in search of teaching and learning. I'm a very logical guy and that helps a lot when it comes to programming.

Referees

MC & Java Development Discord, <https://discord.gg/Vv5ZGNaWaa> (huntermuze, larkyy, bungoh, etc, they all can vouch for me)

Portfolio

Github: <https://github.com/PedroMPagani/resume>