

PEDRO PAGANI

RUA 8 CHÁCARA 329 BRASÍLIA, DF , 72007-141 +55 (61) 99853-0494

PEDRO.PAULO.PAGANI@GMAIL.COM

Creative Java Developer offering 2+ years of experience. Skilled in writing well optimized applications incorporating a range of technologies, Strong technical skills to excel on optimization.

PROFESSIONAL EXPERIENCE

MINELANDIA, Brazil, Rio de Janeiro
Backend Developer, 04/18/2019 – 03/08/2020

- Worked fixing bugs, creating minigames, focusing on Factions community, was the head developer of the project side by the Owner, and improved many systems related to network data transferring, related to Redis. Was focused on providing the best software for them to handle the amount of players, the actual server had optimization issues related to thread overflow, one workaround was to split the instances and then hooking instances up, with its data.

REDFOX GAMING & HOSTING INC, ONTARIO, CA
Backend Developer, 05/23/2021 – 06/24/2021

- Refactored some old code of an event plugin, fixed different issues such as crashes, bad practices, wrong management of ticks etc.

Insurgence LLC
Comisional Developer, 05/23/2021 – Continue

- Creating a large amount of different plugins for different users on mc-market and spigot.
- Nowadays working on Insurgence LLC as a commission developer & Executive.

Times Infinity
Backend Developer, 11/10/2021 – Continue

- Working as the head developer, setting up production environment, fixing bugs, assisting in any necessary problem solving related to network/minecraft server, fixing and improving systems.

OPCraft
Backend Developer, 05/12/2021 – Continue

- Working as a backend developer, optimizing systems.

SKILLS

- Multi threading & optimization experience.
- Java, SQL & MongoDB.
- Deep understanding of CraftBukkit/Spigot
- Skilled in NMS development and working with packets
- Good knowledge on NMS(CraftBukkit).
- Experience with linux environment.
- Strong problem solving, debugging and optimization skills
- Experience working on docker.
- Strong knowledge of Object-Oriented principles
- Experience in Java 8, StreamsAPI and Lambda expressions.
- Experience using Gradle and Maven.

ENVIRONMENT: JSON, MARIADB, MySQL, LOMBOK, INTELLIJ IDEA, DOCKER, REDIS, RABBITMQ,

SAMPLE OF CODE:

- <https://github.com/PedroMPagani/Bedwars-NMS-Core>

This is just a small part of the actual core, which was made all by me, this core includes usage of NMS and OOP etc, the project was made to have the best performance on bedwars servers, it is a very big core and was 98% running async, almost all entities interactions like generators etc are all created with packets, no direct access with SpigotAPI.

PERSONAL INFORMATION

Email: pedro.paulo.pagani@gmail.com

Discord: Pedro Pagani#9675

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

WhatsApp(phone): +55 61 998530494