

CONTACT

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PROFESSIONAL SUMMARY

I am a skilled experienced Java Engineer with experience of more than 3 years in the market, I have been providing scaling solutions for about a year for Minecraft networks, as well as helping and showing that there is always room for improvement.

SKILLS

- Java
- Redis
- SpigotAPI
- Deep knowledge on NMS
- MC Protocol
- SQL & NoSQL
- SeaweedFS
- Multi threading, concurrency safety etc.

LANGUAGES

Portuguese, Fluent

English, Fluent

EXPERIENCE

DONUTSMP - LEAD DEVELOPER *Current*

DrDonutt, Remote

- Have designed the infrastructure to work flawless without having to worry about the player count number, created a sharding system called Goliath which has allowed the server to be able to handle 6700 concurrent players in a single gamemode so far, also designed systems for load balancing load between proxies, as well as master-services for other small systems and leaderboards real-time as well. Currently with a backend support for more than 20000 players this is the biggest SMP network in the MC community as of now.

ENCHANTEDMC

GucciTaco, Remote

- I have developed a stable mine plugin that used techniques such as packets to keep the instance completely clean, and achieve maximum throughput on the system, as well as it has increased the gameplay experience without any lagging-source from it.

SOFTWARE ENGINEER - COMMISSIONER

McMarket etc

Have provided simple solutions for 10s of server owners without issues and fast-delivery, high quality systems that are well designed and not source of any bottlenecks.

EDUCATION

GRADUATING SOFTWARE ENGINEERING - HIGH SCALABLE SYSTEMS

Apr 2024

Brasília University, UnB, Gama, DF Brazil

SCALING WITH LOW LATENCY ACCESS TO DATA

Redis University