Adriano Caversan
Frontend Developer

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Portfolio: https://www.caversan.com.br | **Github:** https://github.com/caversan

Main occupations: Fullstack development for web, games multimedia and IoT, UX/UI, Graphic Design, 2D animation.
Graduation: MBA in Software Engineering; Bachelor in Computer Enginering; Bachelor in Information Tecnologies (IoT); Associate Degree in Game Development.

Birth: 02/07/1976
Location: Osasco - SP - Brazil.
Nacionality: Brazilian
Matrial Status: Married
Sons: Sim

Opportunity:

Open to work with design and develop cross-plataform software for web, desktop, games, IoT, digital signage and multimedia. 2D animation for games, ad-banners and multimedia.

Professional profile:

I am a professional with a generalist profile and broad knowledge of the stages of software development, especially for web and multimedia. I have worked as a 2D animator, designer, and programmer in web development offices, game development studios, audiovisual and multimedia studios, advertising agencies, digital signage (DOOH), and online retail. Currently, I work as a designer and programmer, combining skills in both areas. In addition to having artistic abilities, I have had direct contact with computing since the 1980s, using it professionally since 1993. In 1998, I began my studies in design, animation, and computer graphics. In 2002, I started focusing my efforts on frontend programming, working mainly as a web designer. Between 2007 and 2015, I worked with digital signage (DOOH), primarily in frontend development, animation, UX/UI, and software development. Although I had already created games before, it was in 2011 that I deepened my studies in this area to enhance my knowledge of programming and software engineering. Between 2015 and 2019, I worked exclusively in the gaming industry, mainly as an integrator between the design and technology areas. In 2019, I began a professional development and upskilling journey focused on modern web and IoT development, which included starting my second degree in 2021, a Bachelor's in Computer Engineering, and beginning an MBA in Software Engineering in 2024. During this same period, I worked as a frontend developer at an advertising agency between 2021 and 2022 and as a fullstack developer in the digital signage industry between 2022 and 2025.

Technical Skills:

- **Programming:** Advanced knowledge in frontend development using HTML5, JavaScript, CSS3, as well as JavaScript frameworks (React, Redux, Angular, and Vue). Intermediate knowledge of modern architectures such as microservices, authentication protocols, message queues, and messaging systems. Basic knowledge of infrastructure implementation, including Cloud usage (GCP and OCI), containers and Kubernetes, and Infrastructure as Code. Basic backend knowledge, providing me with a fullstack profile using NodeJS, Python, PHP, and both NoSQL and SQL databases. Basic knowledge of DevOps and CI/CD pipelines, mainly using GitHub Actions, and basic experience with automated testing implementations. Advanced programming of IoT devices using C, C++, and Python. Advanced knowledge in game development using C#, Python, C++, and JavaScript.
- **Automation:** Advanced experience with scripting for task and process automation in Linux and Windows systems, batch processing, automated media conversions, scheduled tasks, and automated routines using PowerShell and Shell.
- **Desktop Development:** Advanced programming of Windows applications using .NET (including backward compatibility, embedded systems, optimization for limited hardware, IoT, and multimedia).
- **Industry:** Experience in Creative Studios, Digital Marketing, Advertising, Game Studios, and Multimedia Studios.
- **Hardware:** Expertise in computer graphics hardware, personal computer architecture, embedded and IoT systems, photography and audiovisual studio equipment, I/O communication ports, and wired and wireless networking.
- **Electronics:** Experience with electronics, including soldering, electronic components, I/O communication ports, firmware programming for PLCs (Arduino, STM32, and ESP32), IoT sensors, and measurement equipment (force, signal, and sensor analysis).
- **Multimedia:** Knowledge of streaming infrastructure, including studio equipment such as cameras and lighting, professional audio and video cabling, production consoles, switchers, splitters, and encoders. Experience with media capture, network and server infrastructure, and protocols/codecs for on-demand media streaming, broadcasting, and live transmission, including satellite signal transmission, as well as software for media players on the web, STB, IPTV, and satellite receivers.
- **Design:** Specialist in Photoshop, Krita, Gimp, Animate, Illustrator, Inkscape, After Effects, Media Encoder, Audition, Premiere, Blender, DaVinci Resolve, Spine, 3D Studio Max, InDesign, XD, Figma and others.
- **Game Development:** Experience with common game engines like a Godot, Unreal and Unity. Game development for Ad-Games, gambling games and casual games. Tech Artist for asset production from design guideline.

Education:

- **MBA in Software Engineering**, USP/Esalq – Feb/2024 – Expected Graduation: Oct/2025.
- **Bachelor's Degree in Computer Engineering**, Univesp/SP – Aug/2021 – Expected Graduation: Nov/2025.
- **Bachelor's Degree in Information Technology (IoT)**, Univesp/SP – Aug/2021 – Graduation: Jul/2024.
- **Technologist in Game Development**, FATEC/SP – Aug/2011 – Graduation: Jul/2015.
- **Bachelor's in Marketing and Advertising**, FIZO – Feb/2009 – Dropped out in the 3rd semester.
- **Technologist in Digital Graphics Production**, Unip – Aug/2006 – Dropped out in the 4th semester.
- **Technologist in Multimedia Design**, SENAC/SP – Feb/2001 – Dropped out in the 4th semester.

Professional Experience:

Eletromidia S/A (Rede Globo) – Nov/2022 – Mar/2025 - https://eletromidia.com.br/
Position: Senior Fullstack Developer
- Full-stack development for digital signage software using React, Redux, Electron and NodeJS.
- Conversion of legacy code (Actionscript) to modern technologies.
- Multimedia animation using JavaScript animation frameworks such as GSAP, Adobe Animate, Milagro, Google Web Designer.
- High impact special audiovisual projects for digital signage involving video wall, led matrix and professional audiovisual hardware.
- Automated media conversion using FFMPEG scripts.

Hogarth Worldwide (WPP Group) – Jun/2021 - Oct/2022 - https://www.hogarth.com/
Position: Senior Front-end Developer
- Web animation for dynamic or static Ad Banners using Adobe Tools, HTML5, CSS3 and Javascript animation frameworks like GSAP, Adobe Animate, Milagro and Google Web Designer.
- Delivered thousands of banner ads in over 150 projects for global clients such as Bayer, L'Oréal, Coca-Cola, BMW, Amex, Jameson, and others.

IGS International Solutions (Ortiz Gaming) – Sep/2015 - Nov/2019 - https://ortizgaming.com/pt/
Position: Senior Digital Designer (Lead Technical Artist)
- Adobe tools specialist for gambling game projects.
- Script development for automating and optimizing multimedia creation using ffmpeg, ImageMagick, JavaScript, batch, and shell commands.
- Updating legacy games from the 80s and 90s, using MS-DOS and C-based technologies.
- Audiovisual effects for casino game cabinets using IoT controllers for real time game interaction with led stripes, light effects and soundscapes.
- Lead the Tech Artist team in providing all creative content for the game platform.

Atmo Mídia Digital Corporativa – Sep/2013 - Sep/2015 - https://atmodigital.com.br/
Position: Flash Programmer
- System analysis and software development for digital signage, totems, live or on-demand video streaming over web or satellite DTV transmission.
- OS setup and optimization for Windows, Linux, Android, and Java.
- Research and testing of hardware for ARM and x86, audiovisual hardware, video decoders, thin clients for digital signage, totems, and multimedia.
- High impact special audiovisual projects for digital signage involving video wall, led matrix and professional AV hardware.
- IT Leader, including global hardware and software negotiations.

Unidas Rent a Car – Jun/2013 - Sep/2013 - https://www.unidas.com.br/
Position: Digital Marketing Analyst
- Coordination of projects for online media.
- Analysis of Unidas portal metrics.
- Web systems analysis.
- Maintenance of Unidas portal content.
- Layouts for online and print media.
- Video editing and processing.
- Production of e-mail Marketing.

Elemidia Empresas – Aug/2007 - May/2013 - https://eletromidia.com.br/
Position: Programmer
- Actionscript 2 programming for digital signage software development and maintenance.
- Developed digital signage layouts and corporate TV content based on client brand guidelines.
- Created 2D teasers, video editing, and animations.
- Worked on multinational client projects, implementing over 300 projects.

Edições Paulinas – Nov/2006 - Mar/2007 - https://www.paulinas.com.br/
Position: Web-Designer
- Managed content for the Edições Paulinas portal using Flash, ASP.NET, audiovisual content, and HTML/CSS.

LC2 (TCPcom partner) – Sep/2005 - Nov/2006
Position: Web-Developer
- Developed institutional websites, dynamic websites, databases, web marketing, user support, and hosting services.

Bit-Click Photo Digital – Dec/2004 - Aug/2005
Position: Camera Man
- Photographer and Camera man for social events, video and photo capture and editing, special effects for multimedia products, DVD authoring and distribution.

Yazz Design – Nov/2002 - Dec/2004 - https://yazz.com.br/
Position: Multimedia Art Director
- Project management, cost analysis for web and multimedia, website production, graphic arts, illustration, team leadership for photo and audiovisual production, customer support.

Dialeto Comunicação – Apr/2002 - Oct/2002
Position: Web-Designer
- Developed institutional sites, dynamic websites, databases, web marketing, and multimedia content.

TCPcom Ltda – Nov/2000 - Dec/2001
Position: Web-Designer
- Developed institutional sites, dynamic websites, databases, web marketing, and multimedia content.

Courses:

- **Discipline of Accessibility and Inclusion** – UNIVESP – 2025 (duration: 80 hours)
- **Neuroscience in Higher Education: Strategies for Healthy Academic Development** – USP – 2025 (duration: 30 hours)
- **Redux, React Redux & Redux Toolkit RTK Course** – Udemy – 2024 (duration: 20 hours)
- **Arduino** – Centro Paula Souza – Cetec – 2022 (duration: 30 hours)
- **Digital Democracy** – FGV and nic.br – 2022 (duration: 5 hours)
- **Introduction to JavaScript** – Fundação Bradesco – 2022 (duration: 20 hours)
- **Unraveling 5G** – Senai – 2022 (duration: 15 hours)
- **Unraveling Blockchain** – Senai – 2022 (duration: 20 hours)
- **HTML and CSS** – Fundação Bradesco – 2022 (duration: 24 hours)
- **Innovating with CSS** – Fundação Bradesco – 2022 (duration: 26 hours)
- **Introduction to Data Science** – FGV – 2022 (duration: 60 hours)
- **Data Protection** – FGV and nic.br – 2022 (duration: 5 hours)
- **Digital Security** – FGV and nic.br – 2022 (duration: 5 hours)
- **Complete Modern Web: HTML, CSS, JavaScript, React, NodeJs & more** – Udemy – 2020 (duration: 88 hours)
- **AngularJS – Loiane.training – 2020 (duration: 28 hours)**
- **Drawing Workshop** – Osasco School of Arts, SP – 2006 (duration: 60 hours)
- **Filming and Directing** – Senac, SP – 2003 (duration: 20 hours)
- **Game Workshop** – Senac, SP – 2002 (duration: 1 year)
- **LightWave 3D Modeling and Animation** – Senac, SP – 2002 (duration: 60 hours)
- **Web Design** – Senac, SP – 2000 (duration: 96 hours)
- **Graphic Arts and Illustration** – Fundação Bradesco – 1992 (duration: 960 hours)

Languages:

- **Portuguese:** Native
- **English:** Professional working proficiency – B1 skill level – TOEFL ITP score 450.
- **Spanish:** Basic (reading and listening)
- **Italian:** Basic (reading and listening)