

Enzo E. B. Chiuratto |

Full-Stack Software Engineer, building high speed, reliable and scalable software.

Projects

NanInf | Closed-source project

Developed a agentic AI pipeline to create an interactive text-based RPG, generating interactive stories based on user-prompts and corresponding videos and images to illustrate user actions.

Created a real-time ASCII converting shader for any media format, maintaining steady frame rates under stress-testing

DeepLeap | Closed-source project

Developed the algorithm for suggesting new music to users based on KNN clustering with data on the songs.

Created a local load-balancer proxy to bypass limits imposed by external API's using no external dependencies outside the user's cellphone

Smart Spotify AI Agent | [Github](#) | [Linkedin](#)

Was invited by my university as a guest-speaker at their yearly academic event and gave a talk to more than 330 students, where we created an AI Agent and a Toolset that interfaces with Spotify for creating user-curated content.

Work Experience

IOS Software Engineer [@Apple Developer Academy](#)

Scholarship program offered by Apple to train and certify students in app development, team leadership and best-practices in coding for the Apple Ecosystem

Software Engineer [@UEX.io](#)

Created a reusable component system used in newly developed projects, saving more than 300 hours by providing production-ready code

Optimized back-end code to reduce server load by up to 20%

Continuous Improvement & IT [@OneSubsea](#)

Developed automations and cut more than 2000 hours a year with Process Automation, optimizing legacy code and creating toolsets for future developers

Managed development of the Internal CI platform, used by more than 10.000 users globally

Education

Apple Developer Academy - 2025 - 2026

| Pontifical Catholic University of Paraná & Apple - PUCPR

B.S.c Software Engineering - 2023–2026

| Pontifical Catholic University of Paraná - PUCPR.

A.S.c Information Technology - 2019–2023

| Technological Pontific Catholic School of Paraná - TECPUC.

Talks and Articles

Introduction to AI Agents | PUCPR

| Invited to give a [talk](#) on the PoliWeek event for more than 300 students and teachers, giving a lesson on how AI Agents work and creating our own Agent and Toolset

Introduction to AI | PUCPR

| In this workshop, we've developed a RAG system, implemented an API for it and made interacted with the system through a React Web app - Link for repository [here](#)

Data Structures and Algorithms | PUCPR

| Gave a talk on data structures and algorithms for beginners trying to get in the job market, creating opportunities and guiding newcomers in the area on getting their first internship and job offer