

IURI SEVERO

Software Engineering

@ Email: nobreiuri@gmail.com

📍 Gama, Federal District, Brazil

EXPERIENCE

Founder/Engineer

Mach874k

📅 12/2019 - Ongoing 📍 Brazil

I'm working with several areas of game creation, but mainly with Unity3D on the development of Reality RPG (our augmented reality mobile game). I've also worked on APIs written in Python and Go; and the Cloud Infrastructure development with Kubernetes and GKE.

Project Development Manager

Orc'estra Gamificação

📅 02/2020 - 10/2020

I've planned and managed a team of four developers in a project called Hallelujah. A mobile application where the front-end was developed in React Native and the back-end was written in Python/Flask. The API was used mainly to take the data from the client's database, and transfer it into our database, in PostgreSQL, so that it could be used on the front-end, with a client-server architecture.

ACHIEVEMENTS



OBI (Brazilian Programming Olympics)

68° of 1821 participants

<https://github.com/iurisevero/Certificados/blob/main/certificado-XX-OBI-participante.pdf>



ICPC Participation

<https://github.com/iurisevero/Certificados/blob/main/certificado-2018-SABFP-PLACE.pdf>

<https://github.com/iurisevero/Certificados/blob/main/certificado-2019-SABFP-HONORABLE.pdf>

SKILLS

C++ Python C# Flask K8S Go Git Docker

Docker-compose Unity3D

LANGUAGES

English

Advanced



EDUCATION

Software Engineering

University of Brasilia

📅 2017 - 2023

PROJECTS

iGado

📅 10/2020 - 12/2020

https://github.com/UnBArqDsw/2020.1_G13_iGado/tree/master

The iGado app is a project that aims to contribute to the management of rural cattle. During its development, I had the opportunity to go through every step of eliciting requirements and designing a methodology that would be used by the team. I also had to plan the architecture that would be adopted, and I had to do the development itself.

For the elicitation of requirements, a variation of **Design Sprint** was adopted, where we applied several elicitation techniques, such as the Ishikawa Diagram. The Bizagi Modeler software with the **BPMN** notation was used to design the methodology. We adopted a **Client-Server architecture** and the front-end was developed in **Flutter**, while the back-end was written in **Python/Flask**.

Aix - Chatbot Python

📅 03/2019 - 07/2019

<https://github.com/fga-eps-mds/2019.1-Aix>

Aix is a very important project for me because it was my first real contact with proper project development, where I've learned new technologies and developed different skills. It was developed with the **Rasa** machine learning framework, which uses **Python**. During this period I was also introduced to the use of APIs, web crawling, unit tests, and I've learned the value of well-done documentation.

Aside from technical apprenticeships, while developing Aix I improved several soft skills related to **teamwork**. Applying Scrum and Pair Programming, I was encouraged to drive countless ceremonies and to have frequent 1:1s with team members, which improved my **verbal and text communication**.

TRAINING / COURSES

Courses:

<https://github.com/mach874k/course-iuri>

Competitive programming:

<https://github.com/iurisevero/Exercicios-PPC>

FIND ME ONLINE



LinkedIn

<https://www.linkedin.com/in/iuri-severo-alves/>



GitHub

<https://github.com/iurisevero>