

IURI SEVERO

Software Engineering / Game Developer

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🔗 <https://iurisevero.github.io>

📍 Gama, Federal District, Brazil

EXPERIENCE

Founder / Engineer / Game Developer

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 the Hallelujah project. A mobile application where the front-end development was in React Native and the back-end was an API in Flask. The API was used mainly to take the data from the client's database and transferred it into our database, in PostgreSQL, so that it could be used on the front-end, with a client-server architecture.

ACHIEVEMENTS



MadJam 2022 (Game Jam)

2° place

<https://iurisevero.github.io/certificates/#madjam>



International Collegiate Programming Contest (ICPC)

2018 - 382° of 1156 participants

2019 - 258° of 726 participants

<https://iurisevero.github.io/certificates/#international-collegiate-programming-contest>



Brazilian Programming Olympics (OBI)

68° of 1821 participants

<https://iurisevero.github.io/certificates/#brazilian-programming-olympics>

SKILLS

C++

Python

C#

Unity

Docker

Docker-compose

Git

K8S

Go

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

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 11s 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>