


# IURI SEVERO

Software engineer | Game developer

 nobreiuri@gmail.com

 +55(61)98242-4021

 <https://iurisevero.github.io>

 /iuri-severo-alves



 /iurisevero

 Gama, DF, Brazil

## EXPERIENCE

### Application Developer

Agência Nacional de Transportes Aquaviários (ANTAQ)

 11/2023 - Present  Brazil

- Develops custom internal systems using Oracle APEX and PL/SQL
- Participate in requirements elicitation and documentation
- Implemented an auto-updating database that retrieves and integrates data from external APIs

### Founder | Game Developer | Software Eng.

Mach874k

 12/2019 - Present  Brazil

Game developer specializing in Unity

- Working with several areas of game creation, particularly focusing on Unity3D for the development of Reality RPG and Critalia.
- Worked on APIs written in Python and Go.
- Managed Cloud Infrastructure using Kubernetes and GKE.

## ACHIEVEMENTS

### Game Jam+ DF 2023/2024

1st Place <https://github.com/iurisevero/GJ-2324>

### Sebrae Inova Game Jam 2023

1st Place <https://github.com/iurisevero/PajuAlves>

### MadJam 2022 (Game Jam)

2nd Place <https://iurisevero.github.io/certificates/#madjam>

### ICPC Participations

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

### XX Brazilian Informatics Olympiad (OBI2018)

68th out of 1821 participants

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

## SKILLS

### Soft Skills

Problem-Solving Patience Abstraction

### Programming Languages

C# C++ SQL PL/SQL Python Go

### Engines & Tools


Unity Docker Oracle Apex Kubernetes GameMaker

### Frameworks

Flask Python-Eve

## PROJECTS


### Course Completion Project

 2022 - 2023

 <https://github.com/UnMUD/UnMUD>

- Developed a Multi-User Dungeon (MUD) as part of a Course Completion Project at the University of Brasília and a Research Project.
- Focused on creating a deployable MUD codebase with CI/CD integration and connecting it to a PostgreSQL relational database.
- Enhanced code quality by increasing test coverage, adhering to clean code principles, and integrating new C++ best practices.


### iGado

 10/2020 - 12/2020

 [https://github.com/UnBarqDsw/2020.1\\_G13\\_iGado](https://github.com/UnBarqDsw/2020.1_G13_iGado)

- Participated in requirement elicitation, methodology design, architecture planning, and development
- Adopted Design Sprint variation for requirements elicitation combined with other elicitation techniques
- Utilized Bizagi Modeler with BPMN notation for methodology design
- Implemented Client-Server architecture with front-end developed in Flutter, and back-end in Python/Flask

### Aix - Chatbot Python

 03/2019 - 07/2019


 [https://github.com/fga-eps-mds/2019.1\\_Aix](https://github.com/fga-eps-mds/2019.1_Aix)

- Gained hands-on experience in project development using the Rasa machine learning framework.
- Developed APIs, web crawling scripts, and unit tests, improving the chatbot's functionality and user interaction.
- Enhanced team collaboration skills through Scrum and Pair Programming, leading ceremonies and 1:1s to improve communication.

## EDUCATION

### Bachelor in Software Engineering

University of Brasília (UnB)

 2017 - 2023

## LANGUAGES

### English

Advanced