

Ivo Pires de Camargo

Web Developer and Game Developer



E-mail: ivoopc@gmail.com
WebSite: ivo pc.github.io
GitHub: github.com/ivo pc
LinkedIn: linkedin.com/in/ivo-camargo-97a670161/

SP - São Paulo, Brazil

PRESENTATION

Programmer, full stack web developer and game developer. Passionate about technology and games since childhood. Enthusiastic and contributor to the open source community, I have already developed an full-featured online multiplayer RPG game with collectible monsters and turn-based fights with web technology. Passionate about challenges that make me evolve professionally and acquire more knowledge.

MAIN EXPERIENCES

Sept. 2024 - Oct. 2024	ZnapTxt - <i>(Remote - Freelance) - Brazil: Full Stack Web Developer</i> - Web-based SaaS SMS automation and massive send with CMS. TypeScript, VueJS, NuxtJS, NestJS, TypeORM, JWT. Web system produced and architected from scratch.
August 2024	Stardust Coin Flip - <i>(Remote - Freelance) - United States: Game Developer and Full Stack Web Developer</i> - Web-based Coin Flip gambling game. TypeScript, VueJS, NestJS, TypeORM, JWT. Game produced and architected from scratch.
Apr. 2024 - June. 2024	Rainbet Cassino BlackJack - <i>(Remote - Full Time) - United States: Game Developer and Full Stack Web Developer</i> - Web-based BlackJack gambling game. TypeScript, Javascript, ReactJS, NextJS, PixiJS, NestJS, TypeORM, JWT. Game produced and architected from scratch following the existent website architecture.
Jan. 2024 - May. 2024	Turn Based Monster Catching MMORPG - <i>(Remote - Freelance) - Egypt: Game Developer and Full Stack Web Developer</i> - Web-based Turn Based and Monster Catching Multiplayer Online RPG game. TypeScript, PhaserJS, colyseus, ExpressJS, Kysely, JWT. Maintenance, new game mechanics and features.
Nov. 2023 - Dec. 2024	Multiplayer Online Checkers peer2peer gambling game - <i>(Remote - Freelance) - Brazil: Game Developer and Full Stack Web Developer</i> - Web-based Cassino peer2peer checkers multiplayer online game. TypeScript, PhaserJS, ReactJS, SocketIO, NestJS, SocketIO, Prisma, JWT, PostgreSQL. System produced and architected from scratch.
Apr. 2022 - Fev. 2023	Solport.io - <i>(Remote - Full Time) - England: NFT Game Developer and Full Stack Web Developer</i> - NFT Game Developer and Senior Full Stack Web Developer - Web-based NFT social multiplayer online game. JavaScript, TypeScript, Jsdoc, PhaserJS, SocketIO, colyseus, web3.js, VueJS, NodeJS, ExpressJS, Sequelize, JWT, PostgreSQL, Heroku. System produced and architected from scratch.
Nov. 2021 - Dec. 2021	OniSquad - <i>(Remote - Freelance) - USA: NFT Game Developer and Full Stack Web Developer</i> - Web-based NFT casual online multiplayer game, Full Stack Developer and Game Developer. JavaScript + Jsdoc in gameclient using PhaserJS, web3.js and VueJS.
Set. 2020 - Apr. de 2021	IGS Desenvolvimento de Software - <i>(in person - Brazil - Full Time): Game Developer</i> - Front-End web game development with JavaScript and TypeScript, NodeJS, webpack, gulp. PhaserJS is the leading framework, developing video bingo games in a proprietary framework.
Fev. 2015 - Now	Freelance, Autonomous - <i>(Remote, in person - Full Time): Game Developer and Web Developer</i> - Game Developer and Web Developer using PHP, MySQL, JavaScript, TypeScript, jQuery, bootstrap, wordpress, VueJS, ReactJS, a little of Python and C# and the entire tools that I mention in my CV. Institutional websites, landing pages, blogs, web apps, html5 hybrid apps. Systems maintenance, website building, updates. Pentest to find exploits in the system and mechanics of multiplayer online games and websites, construction and maintenance of online games systems and mechanics.

Detailed description of some of my experiences: [linkedin.com/in/ivo-camargo-97a670161/details/experience/](https://www.linkedin.com/in/ivo-camargo-97a670161/details/experience/)

SKILLS

Knowledge of programming languages: procedural, imperative, object-oriented, functional, event-oriented, reactive and data oriented design paradigms.

Architecture: SOLID, Clean Code, Model View Controller, Services, Test Driven Development, Entity Component System, Game Loop, Multiplayer Game Network.

Tools: HTML, CSS, SCCS, JavaScript, TypeScript, NodeJS, VueJS, ReactJS, NuxtJS, NextJS, PhaserJS, NestJS, strapi, ExpressJS, Sequelize, TypeORM, Prisma, Mongoose, JWT, axios, jQuery, Bootstrap, Pure.css Materialize, redux, rxjs, raw websockets, colyseus, SocketIO, colyseus, web3, Cordova, Capacitor, ElectronJS, PostgreSQL, MySQL, MongoDB, Redis, RethinkDB, Git, Github, GitLab, Gitea, etc. **Secondary:** PHP, C#, Python, Java, NextJS, Wordpress, Laravel, Unity, Godot, Unreal, RPG Maker, ThreeJS, BabylonJS, Construct, GDevelop, etc.

Languages: Native Brazilian Portuguese, English, Spanish. Perform calls with foreigners speaking English and communicates by text daily and works for foreign companies, despite not being fluent.

DevOps: Amazon Web Services, Digital Ocean, Heroku, Render, VPS ang Cloud in general. Docker. Git, GitHub, GitLab, e CI/CD. Linux Server, Windows Server, SSH, Nginx e Apache. SSL/TLS, Let's Encrypt, DNS.

Proficiency in problem-solving and systems analysis; knowledge of data structures and algorithms for developing efficient solutions; experience with version control tools like Git; familiarity with coding best practices to ensure code quality and maintainability; ability to continuously learn and stay updated with the latest trends and technologies in the programming field; collaboration with fellow programmers, managers, and stakeholders; effective and clear communication with both technical and non-technical colleagues; flexibility and adaptability to changes in projects or teams; passion for problem-solving and developing innovative solutions.