

MURILO FLORIANI

<https://mfloriani.github.io>



PROFILE

I am a Brazilian-Italian software developer living in **Sheffield-UK**, looking for an opportunity to join the games industry. I have been studying and making games during my free time, and now doing my **Master's in games** at the University of Hull. I have a particular interest in C++ and game engines architecture.

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SKILLS

- ★ C++
- ★ SDL2
- ★ Unity
- ★ DirectX / HLSL
- ★ OpenGL
- ★ 2D-3D Math
- ★ Javascript / Node.js



INTERESTS

- ★ Game Development
- ★ Game Engine Architecture
- ★ Computer Graphics
- ★ Concurrency & Networking
- ★ Strategy / Turn Based Games



EDUCATION

MSc in Computer Science for Game Dev.

University of Hull, UK - Sep 2020 to Present

- > C++ Programming and Design
- > Real-Time Graphics
- > Simulation and Artificial Intelligence
- > Games Architecture and Concurrency
- > Advanced Rendering and Virtual Environments
- > Development Project
- > Computer Science Dissertation

Postgraduate in Game Development

PUCPR, Brazil - Mar 2016 to Mar 2018

Postgraduate in Web Development

FURB, Brazil - Mar 2007 to Mar 2008

BSc in Information Technology

Uniassevi, Brazil - Mar 2002 to Mar 2005



WORK EXPERIENCE

Software Developer

Jaguar Land Rover - Shannon, Ireland

Feb 2019 to Jul 2020

- > Development of microservices using Node.js, RabbitMQ, Docker, Gitlab CI/CD, Scrum

Software Developer

Indielologic Studios - Blumenau, Brazil

Oct 2014 to Jan 2018

- > Analysis and development of solutions using Oracle technologies, C#, and Asp.Net

Software Developer

Gessis - Blumenau, Brazil

Feb 2013 to Sep 2014

- > Design and development of web solutions using PHP, C#, and Javascript