



GUSTAVO SOUSA

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Education

Senai São Paulo

Bachelor's in Systems Analysis and Development

Jan. 2024 – Dec. 2025

Sorocaba, São Paulo

Senai São Paulo

Technical Degree in Electronics

Aug. 2019 – Jul. 2021

Sorocaba, São Paulo

Relevant Coursework

- Full Stack Development
- Integration of IT and Automation Technologies
- Industry 4.0 Tools and Concepts
- Mobile and Web Solutions Development
- Data Structures and Algorithms
- Big Data and Analytics
- Cybersecurity Risk Analysis
- Database Management and Interaction
- Software Engineering and Methodologies
- Cloud Computing (AWS, Cisco, Nokia)

Professional Experience

Scryng

Lua Developer

Feb. 2022 – Present - 3 yrs 1 mo

Brazil (Remote)

- Back-End development for scripts in gaming engines using Lua programming language.
- Version control of all scripts for project with Git, GitHub and GitFlow using branch management and commit patterns.
- Working in a fast-paced and dynamic environment for continuous deliveries using of LLMs/AI for coding for approximate and automate code demands.
- Optimization and debug Lua code to enhance system functionality and reduce errors.

2RP Net

Full Stack Developer

Mar. 2024 – Present - 1 yr

Brazil (Remote)

- Working on robust solutions using Python and best practices in developing high-performance scripts using LLM/AI for dynamic and personalized results of inputs to improve data migrations to Google Cloud Platform (GCP) for large companies, always creating documentation using DocString, Markdown and Mermaid for easy maintenance and future scalability among the team.
- Implementing commit patterns and branch management for script code versioning along with system adaptations for observability and scalability.

Projects

Coffeeshop MVC | CSharp, .NET, Git

Dec. 2024

- Created the Web API with ASP.NET, Scaffolding (code generator) and Entity Core Framework.
- Performed tests using Swagger, Postman and Powershell.
- Implemented Data Transfer Object (DTO) to protect against excessive posting and/or sensitive data in the Web API.

Queue System for PvP 5v5 Matches | Lua, Git

Nov. 2024

- I developed a queue system that identifies groups of players looking for a match and forms teams ready to request the creation of a game mode match.
- Player groups persist after the match ends, with players returning to search for new teams and/or matches without disbanding the group.

🔗 API's Banking Ecosystem | *Python, Poetry, RabbitMQ, Linux, Docker and k8s, Git* **Sep. 2024**

- Created microservices to compose a banking ecosystem containing a webhook application, a data storage application, a streaming application for products, an SQL database, a NoSQL database, and a messaging service (RabbitMQ and Pub/Sub).
- Implementation of an ecosystem capable of encrypting event data of three different types, sending it to a messaging topic to manage the queue, and redirecting this data to the storage API in the database, enabling a streaming API to consume the data.
- Used Load Balance to handle scale, and Docker containers to facilitate the evaluation and testing of applications.

🔗 Pacman Java Game | *Java, JavaFX, IntelliJ IDEA, Git* **Jul. 2024**

- I created a Pacman game using Java and Object Oriented Programming using its advantages such as abstract classes, inheritance, polymorphism, static classes, interfaces.

🔗 City of FiveM GTA V | *Lua, vRP, SQL, Cloud Computing, Git, LLM* **Jul. 2022**

- I developed a GTA V Roleplay city with several systems simulating real life.
- Improved and refactored the entire database pattern and function structuring of the Framework to ensure a high-level server.
- Hosting, versioning and continuous delivery of the city to players, bringing recurring updates and improvements.

Technical Skills

Languages: Lua, TypeScript, Python, CSharp, Java, SQL, C++

Frameworks and Tools: vRP, Nest, FastAPI, ASP.NET, Spring

Databases: SQLite, PostgreSQL, MongoDB, MariaDB

Cloud and DevOps: Docker and k8s, Linux, Git, AWS, GCP

Methodologies: Agile, Scrum, CI/CD, System Design, Design Patterns

Certifications

Introduction to Data Analytics on Google Cloud

Analyze Speech and Language with Google APIs Skill Badge

Build a Secure Google Cloud Network Skill Badge

Build and Deploy Machine Learning Solutions on Vertex AI Skill Badge

Create ML Models with BigQuery ML Skill Badge

Google Cloud Computing Foundations Certificate

Google Cloud Computing Foundations: Data, ML, and AI in Google Cloud

Google Cloud Computing Foundations: Infrastructure in Google Cloud

Google Cloud Computing Foundations: Networking

Introduction to AI and Machine Learning on Google Cloud

Prepare Data for ML APIs on Google Cloud Skill Badge

Set Up an App Dev Environment on Google Cloud Skill Badge

Use Machine Learning APIs on Google Cloud Skill Badge

Implement Load Balancing on Compute Engine Skill Badge

Languages

Portuguese - Native

English - Professional proficiency (B2)

Spanish - Basic knowledge