

# Vittor M. D. Longati

[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

Full-Stack Developer

## Projects

**Chess Game** | Academic project

A chess game developed in Java using the Swing graphical interface and the MVC architectural pattern. The project includes full gameplay functionality, a player ranking system, and match state persistence.

[@chess-game](#) (GitHub)

**MIPS Simulator** | Academic project

This project is a C-based simulator for a subset of the MIPS instruction set architecture. It aims to provide a practical understanding of how MIPS instructions are executed at a low level.

[@mips-simulator](#) (GitHub)

**Netgraph** | Academic project

A small command-line utility written in C that simulates a computer network of up to eight machines. It lets you create/remove weighted links, inspect the adjacency matrix, and trace connectivity with Depth-First Search (DFS) through an interactive text menu.

[@c-netgraph](#) (GitHub)

## Work Experience

**Claims Analyst** | Effective (Jan. 2025 – Present) | [@WagnerReguladora](#)

As a detail-oriented professional, I successfully direct all phases of claim site and cargo recovery logistics. My role involves providing hands-on assistance to surveyors, conducting thorough fee cost analyses, and ensuring the complete and accurate conclusion of all fieldwork.

**Manufacturing Technician** | Apprenticeship (Apr. 2023 – Oct. 2024) | [@MethalCompany](#)

Responsible for implementing tools for analyzing industrial machine data to identify bottlenecks and propose improvements to the production process (return offer in 3 months).

## Education

**Bachelor of Computer Science**

Jul 2023 – Jul 2027

Positivo University - UP

**Technical degree in Information Technology**

Feb 2020 - Dec 2022

Pontifical Catholic University of Paraná - PUCPR