

# Vittor M. D. Longati

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

## Full-stack Developer

### Projects

- › A chess game developed in Java using the Swing graphical interface and the MVC architectural pattern. [@chess-game](#)
- › A small command-line utility that simulates a computer network of up to eight machines (emphasizing the implementation of graphs in C). [@c-netgraph](#)
- › C-based simulator for a subset of the MIPS instruction set architecture. [@mips-simulator](#)

### Experiences

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

- › **Survey Assistant** - Responsible for assisting the surveyor at the claim site, analyzing fee costs, and concluding their fieldwork.
- › **Operational Analyst** - Responsible for sequencing, negotiating, and finalizing cargo recovery operations, ensuring their proper execution
- › **Claims Consultant** - Responsible for handling incoming cargo loss notifications, appointing a surveyor for inspection, and assigning the claim file for the regulation and settlement process

#### 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's degree in Computer Science

Jul 2023 – Jul 2027

Universidade Positivo

Technical degree in Information Technology

Feb 2020 - Dec 2022

TECPUC