

DEJAIME DE OLIVEIRA

SOFTWARE DEVELOPER

Hi! I'm a software developer with over 8 years of experience developing business software and games.

I have a strong sense of ownership and teamwork. I am at my best working on small to medium sized teams with a bias for action.

Love working with both C++ and Rust.

AWARDS & ACHIEVEMENTS

- Worked on multiple mobile games using Unity, including the award winning game Merge Dragons!
- Invited to the 2018 Brazilian National Science and Math Week to talk about Educational Games and Math
- Contributed to free and open source software with code, documentation and high quality issues

EDUCATION

Ongoing Bachelor in Computer Engineering

Ongoing at Cruzeiro do Sul University to be finished in 2025

Bachelor of Science in Accounting (2013-2017)

Universidade Norte do Paraná

CONTACT INFORMATION

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SKILLS AND ABILITIES

- Used multiple programming languages in production environments, including C#, C++, Go, Rust and TypeScript
- Implementation and maintenance of custom build pipelines and build servers
- Proficient in Git and other version control systems
- Implementation of CD pipelines on AWS using Docker
- Unit and integration tests for better code reliability
- Great communication skills

EMPLOYMENT HISTORY

Principal Game Developer

Zynga TakeTwo, March 2022 - present

- Lead a team of six developers ranging from junior to principal level, working on the Merge Dragons!
- Architect, develop and take ownership of new game features and integration of third party SDKs and tools
- Diagnose and fix bugs on both new and legacy code
- Review code by other developers
- Onboard new developers from interns to Seniors
- Work with our dedicated QA team to ensure high quality deliveries

Senior Backend Developer

loasys, August 2021 - February 2022

- Developing backend systems for using NodeJS, Typescript, PostgreSQL with unit and integration tests
- Writing comprehensive API documentation using OpenAPI
- Defining and maintaining continuous delivery pipelines
- Use Git to create Pull Requests for code review, as well as to review code written by other developers

Lead Software Developer

Catedral Automação, November 2018 - August 2021

- Led and developed multiple mobile applications and APIs using NodeJS, MongoDB, PostgreSQL
- Defined and implemented Docker based CD pipelines using AWS, Azure

Lead Mobile Developer

MoneyCloud, 2018 January - November

- Built the security of the mobile banking app and NFC card system following industry's best practices
- C++ development and implementation of custom build pipelines

Game Developer

FiraSoft, 2014-2017

- Worked on mobile games using the Unity Game Engine and C#
- Creation of servers using NodeJS and SQL