

Artur Barichello | Curriculum

Florianópolis – Brazil

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📄 GitHub: github.com/abarichello | Portfolio: barichello.me

Work Experience

Dock

Software Developer II

Card issuing team

September 2021–November 2022

- Using Golang and Kafka to develop microservices for a global payment platform.
- Part of the PierFlex team developing payment software for Latin America.

KHOMP

Software Developer Internship

Telecom Solutions team

November 2019–September 2021

- Worked with the Telecom Solutions team to fix issues and add new functionality to the UMG family of Media Gateways.
- Used C++ for backend and voice processing of multiple simultaneous calls.
- JavaScript for the web interface that configures the media gateway.
- Tested the project's basic call routing functionality using Python and the Behave behaviour-driven test suite.

GETMORE Brasil

Back-end Developer

March 2018–November 2019

- Worked developing a cross-compiled desktop client in C++ for Windows XP machines to detect sales and register cashback transactions, together with a Go backend.
- Developed a TypeScript backend using functional programming libraries for route validation and Postgres for persistence.

Education

Computer Science Bachelor's Degree

Universidade Federal de Santa Catarina - ufsc.br

Finished in 2022

Projects

godot-ci (Dockerfile/CI): Dockerfile used to export a Godot Engine project into multiple targets through GitLab CI and GitHub Actions. Also includes multiple CI examples to get started.

C++: Multiple desktop games using SFML(Simple and Fast Multimedia Library) framework to handle user input and rendering.

Unity engine mods (C#): Created multiple mods for Unity-based games by decompiling the source code.

Extracurricular

Caravela Hacker Club

Member - github.com/caravelahc

INE - UFSC

October 2017–present

Languages

Portuguese: Native language | English: Fluent