

Flavio H. N. Moreira

mail @flaviomoreira . me
+61 449 644 673

___ S U M M A R Y ___

Having more than 12 years of experience in **Software Engineering**, I have worked on Complex Scientific Systems, Gaming & Casino Industry, Networking and Massive Online Game.

| S K I L L S | Advanced | Proficient | Intermediate | Basic |
|-----------------|---------------|--------------------------|------------------|-------------------|
| Languages | C++ | Python, Javascript | Unix Shell, SQL | PHP |
| API / Libraries | | Boost, STL | IP Networking | MultiThreads, MPI |
| OS | Linux | MacOS X, MS Windows | Android, iOS | QNX |
| Dev. Tools | Eclipse, Atom | Mercurial, git, Perforce | Emacs, vim, VC++ | Make, CMake, cvs |

___ E X P E R I E N C E ___

Jun/2015 - Current *BigWorld Technologies / Wargaming Sydney (wargaming.net)*

Project : **Massive Online Game Server**

Environment : *Linux + Windows environments, gnu C/C++ & MSVC++, STL, Perforce, Python, Make, CMake, Atom / Vim / Sublime*

Responsibilities :

- ✓ *Maintaining and improving Massive Online Game Server for the Wargaming titles*
- ✓ *Participation in Design discussions and decisions*
- ✓ *Development of new features in the game server from user stories, implementation auto-tests and bug fixing*
- ✓ *Interim Scrum Master (performing sprint planning, retrospectives, process improvements)*

Jun/2014 - Nov/2014 *Ericsson Inc. Montreal (Temporary Contract on behalf of Bull/Amesys)*

Project : **Multi Service Proxy**

Environment : *Linux + Windows mixed environment, gnu C/C++, git, Javascript, Shell scripts, Eclipse, some multi-threading*

Responsibilities :

- ✓ *Development of internet proxy server used to optimize media distribution to mobile devices*
- ✓ *From user stories implement new functionalities on the software and fixing bugs*

Nov/2011 - Nov/2013 *WMS Gaming Australia (wms.com)*

Project : **Electronic Games Machines**

Environment : *gnu C/C++, BOOST / STL, Linux, Make, CVS, git, Shell scripts*

- Responsibilities :**
- ✓ *Development of original game for high end casino electronic gaming machines*
 - ✓ *C++ framework improvements, by adding special features for each game*
 - ✓ *Coordinating with mathematicians, designers and framework developers*

Jul/2011 - Nov/2011 *Shuffle Master Australasia (ballytech.com)*

Project : **Electronic Games Machines**

Environment : *gnu C/C++, IPC, Make, SDL*

- Responsibilities :**
- ✓ *Development of real time communication software to control automated Casino Roulette and to connect it to electronic gaming machine terminals*
 - ✓ *Communication with the roulette hardware supplier, to guide API and firmware updates in order to support its integration*

Jan/2004 - Jun/2010 *EMBRAER (embraer.com.br)*

Project : **Military Aircraft Flight Simulator (SUPER Tucano Trainer)**

Environment : *VC++, Windows, Linux, Matlab/Simulink, BOOST/STL, SVN, Python*

- Responsibilities :**
- ✓ *Development of a Simulator Operation Station using C++ and QT GUI framework*
 - ✓ *Design and development of the simulator's sound server using C++ and IP networking in heterogeneous environment (Unix and Windows)*
 - ✓ *Implementation of distributed Simulation Models from aircraft subsystems using C++ and Matlab/Simulink.*

___ EDUCATION ___

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|--|------------------------------------|-------------|
| Specialization in Software Engineering | Campinas State University / Brazil | 2004 - 2004 |
| Bachelor Degree in Scientific Computing | University of Taubate / Brazil | 1996 - 2000 |
| Electronics (Diploma) | ETEP Technical School / Brazil | 1990 - 1994 |

___ SPOKEN LANGUAGES ___

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|---|--|
| Portuguese: Native speaker | Spanish: Intermediate communication level |
| English: Bilingual proficiency - IELTS 7.5 | Russian: Basic - Level A2 |
| French: Limited proficiency - TCF QC B2 | |

___ OTHER INTERESTS ___

- Developing mobile and web applications / games:*
- *google play: [com.wonderwombat.piggybankmadness](https://play.google.com/store/apps/details?id=com.wonderwombat.piggybankmadness)*
 - *github.com/wonderwombatgames/*