

# MURILO FLORIANI

Software Engineer

---

## PROFILE

I am a software engineer living in **Sheffield-UK** (EU passport + UK pre-settled status), looking for an opportunity to join the games industry. I have been studying game development and making games during my free time, and now doing my **Master's in games** at the University of Hull. I have a particular interest in C++ and game engines architecture.

---

## SKILLS

- C++
  - SDL2
  - Unity
  - DirectX / HLSL
  - OpenGL
  - 2D-3D Math
  - Javascript / Node.js
- 

## INTERESTS

- Game Development
- Game Engine Architecture
- Computer Graphics
- Concurrency & Networking
- Strategy / Turn Based Games

## CONTACT

**Portfolio:** <https://mfloriani.github.io>  
**LinkedIn:** [www.linkedin.com/in/mfloriani](http://www.linkedin.com/in/mfloriani)  
**Github:** <https://github.com/mfloriani>  
**E-mail:** murilo.floriani@gmail.com  
**Phone:** +44 78 82017722

## EDUCATION

### **MSc in Computer Science for Game Dev.**

*University of Hull, UK - Sep 2020 to Present*

- > C++ Programming and Design
- > Real-Time Graphics
- > Simulation and Artificial Intelligence
- > Games Architecture and Concurrency
- > Advanced Rendering and Virtual Environments
- > Development Project
- > Computer Science Dissertation

### **Postgraduate in Game Development**

*PUCPR, Brazil - Mar 2016 to Mar 2018*

### **Postgraduate in Web Development**

*FURB, Brazil - Mar 2007 to Mar 2008*

### **BSc in Information Technology**

*Uniasselvi, Brazil - Mar 2002 to Mar 2005*

## WORK EXPERIENCE

### **Software Developer**

*Jaguar Land Rover - Shannon, Ireland*

*Feb 2019 to Jul 2020*

- > Development of microservices using Node.js, RabbitMQ, Docker, Gitlab CI/CD, Scrum

### **Software Developer**

*Indielogic Studios - Blumenau, Brazil*

*Oct 2014 to Jan 2018*

- > Analysis and development of solutions using Oracle technologies, C#, and Asp.Net

### **Software Developer**

*Gessis - Blumenau, Brazil*

*Feb 2013 to Sep 2014*

- > Design and development of web solutions using PHP, C#, and Javascript