

Gabriel Palma Moraes

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Professional Summary

Experienced software developer with a solid background in various technologies including C#, JavaScript, PHP, Java, and agile methodologies (Scrum, Kanban). Contributed to projects in web systems, digital games, and mobile applications, taking roles in both development and technical leadership. Highly collaborative, adaptable to new technologies, and focused on delivering high-quality solutions.

Technical Skills

- Product Owner | Project Manager | Agile Methodologies | English
- Unity 3D | Game Development | C#
- JavaScript | Node.js | HTML | CSS | React.js
- SQL | MySQL | PostgreSQL | NoSQL
- .Net | MVC ASP.NET Core Architecture
- Git
- REST APIs

Education

Universidade do Vale do Rio dos Sinos – Bachelor's Degree in Game Development Tools
Focus on developing tools for digital games.

Gran Faculdade – Postgraduate Degree (In Progress)

- **Full Stack Development and Cloud Computing** (Apr 2025 – Present)
- **Software Testing Development** (Apr 2025 – Present)

Professional Experience

Visian Systems – Project Manager (Contract)

Nov/2022 – Aug/2023 (10 months)

- Translated product improvement and modification requests into actionable tasks using WBS, Scrum, and Kanban
- Managed goals for a team of 4–6 developers and designers, also providing technical support and assistance

Visian Systems – Product Owner (Contract)

Nov/2022 – Aug/2023 (10 months)

- Managed product goals with a team of 4–6 developers and designers, offering technical assistance when needed.
- Acted as the communication bridge between the company and key clients, ensuring solutions aligned with the client's needs and expectations

Visian Systems – Developer (Contract)

Oct/2022 – Nov/2022 (2 months)

- React Developer and Game Designer
- Responsible for documentation and level design in the Game Design Document (GDD)
- Supported API development and frontend implementation using React

Olosteck – Developer (Full-time)

Feb/2022 – Aug/2022 (7 months)

- Backend development using C# and ASP.NET Core
- Responsible for maintaining and adding features to microservices
- Supported frontend implementation using HTML, CSS, and JavaScript

Tinfoil Hat Studios – Founder / Partner

Jan/2011 – Jun/2021 (10 years 6 months)

- Planned, led, and executed cross-platform projects focused on usability, performance, and innovation
- Managed IT operations and developed games and applications using C#, JavaScript, PHP, and Unity
- Oversaw requirements gathering, system architecture, UI/UX, and product delivery cycles
- Led small, multidisciplinary teams from concept to final release

Agência KOD – Freelance Developer

Jul/2009 – Dec/2010 (1 year 6 months)

- Full Stack Development.
- Planned and implemented CMS (Content Management Systems) according to business plans and client specifications using PHP, HTML, CSS, JavaScript, and MySQL.

Espaço Informática Ltda – Intern

Aug/2006 – Mar/2007 (8 months)

- 3D GameStudio programming
- Designed and developed 3 out of 4 mini-games for a project
- Assisted with general product programming, bug fixes, and adaptation of audio/animations for multiple languages (English, French, German)

ZANC Assessoria Nacional de Cobrança – Intern

Aug/2005 – Oct/2005 (3 months)

- Full Stack Development
- Maintained and developed new features in a collection CMS platform using PHP, HTML, CSS, JavaScript, and PostgreSQL

Centro de Saúde - Escola Murialdo – Intern

Dec/2004 – Jul/2005 (8 months)

- Technical support
- Installed and configured software and hardware
- Provided user support for Microsoft software
- Performed basic computer repairs
- Planned equipment layout and space allocation