

Luca Ferrari Azalim

Software Developer, from Belo Horizonte (Brazil)

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SUMMARY

Software developer with 10+ years of experience building scalable, modern web and distributed systems. Former founder and tech lead of Brazil's largest Minecraft server network, with 300K+ monthly users and 16M accounts. Currently pursuing a Software Engineering degree at Pontifical Catholic University of Minas Gerais while working on enterprise web platforms using .NET and React. Passionate about transforming ideas into digital products that impact real-world users.

PROFESSIONAL EXPERIENCE

Software Developer | 90 Tecnologia da Informação (Jun. 2024 - Apr. 2025)

Company that develops management systems for Civil Engineering.

- Led the development of a complete web platform connecting ERP's clients to suppliers of construction materials, using **.NET 9**, **Next.js**, **PostgreSQL**, and **Docker**.
- Promoted initiatives to **modernize the company's legacy systems** and the adoption of a **new stack of modern technologies** for web project development.
- Planned and executed the migration of the company's code repositories to GitHub, modernizing the development process and enabling **code review** and **CI/CD** flows.
- Contributed to the improvement of the company's new institutional website, implementing a new **optimized check-out experience** for SaaS products, a modern institutional blog, and best practices for SEO and performance, in addition to integrating forms with a CRM for lead capture.
- Conceived and developed a knowledge base platform for publishing articles about the software products marketed by the company.

Tech Lead and Partner | Rede Sky (Jul. 2015 - Sep. 2022)

Largest Minecraft server network in Brazil until 2022.

- Led the company's operation for seven years, focusing on managing the technology area and growth strategies that led to **16M** registered accounts, **300K** monthly active players, and a national record of **8,115** players online simultaneously.
- Designed and scaled the company's systems to support loads of over **8K** concurrent players, distributed across **30+ internally developed game modes**.
- Led the development of the first Minecraft game mode with distributed architecture in Brazil, which allowed more than **1,000 users** to interact in a **single virtual environment**.
- Established best practices for development, architecture, and CI/CD that were applied to over **250 code repositories**, mostly in the **Java** language.

ACADEMIC BACKGROUND

Bachelor's Degree in Software Engineering

Pontifícia Universidade Católica de Minas Gerais (PUC Minas)

Feb. 2023 – Dec. 2026 (Expected)

Academic Recognitions:

- **2× Academic Highlight** – Top overall GPA among 700+ students (2nd/2023, 1st/2024).
- **4× Interdisciplinary Project Winner** – Led top teams across four consecutive semesters.

TECHNICAL SKILLS

- **Languages:** Java (9+ yrs), TypeScript, C#, C, SQL, Bash, HTML e CSS
- **Back-end:** .NET 9, Node.js, Spring
- **Front-end:** React, Next.js, TailwindCSS, Zustand, TanStack
- **Databases:** PostgreSQL, SQL Server, MariaDB, Redis
- **DevOps & Infra:** Docker, Linux, GitHub Actions, Grafana, Zabbix
- **Others:** Software Architecture, Clean Architecture, Clean Code, Domain-Driven Design, Design Patterns, Git, Agile/Scrum

SOFT SKILLS

- Technical leadership and team mentoring
- Effective written and verbal communication (incl. documentation)
- Software project planning and execution
- Complex problem solving and debugging

LANGUAGES

- **Portuguese:** Native
- **English:** Advanced