

Luca Ferrari Azalim

Software Developer | Based in Belo Horizonte, Brazil

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SUMMARY

Full-stack software developer with **10+ years** of experience building scalable and distributed systems across consumer and enterprise products. Former founder and tech lead of Brazil's largest Minecraft server network, scaling to **16M** accounts and a national record of **8,115 concurrent players**. Currently pursuing a Software Engineering degree at PUC Minas while leading the development of modern web platforms using **TypeScript**, **Next.js**, **.NET**, **PostgreSQL**, and **Docker**.

PROFESSIONAL EXPERIENCE

Software Developer | 90 Tecnologia da Informação (June 2024 - April 2025)

Company that develops management systems for Civil Engineering.

- Developed a full-stack web platform connecting **100+** ERP clients with construction material suppliers, using **.NET 9**, **Next.js**, **TypeScript**, **PostgreSQL**, and **Docker**.
- **Drove the modernization** of legacy systems through the adoption of a modern web technology stack, significantly increasing developer velocity and system maintainability.
- Migrated the company's codebase to **GitHub**, implementing **code review** standards and automated **CI/CD pipelines**, streamlining the development workflow and improving collaboration across a team of **25+** developers.
- Improved the company's website by implementing a fully custom checkout experience for SaaS products, along with a modern enterprise blog and integrated CRM forms, resulting in better **SEO**, **performance**, and **lead generation**.
- **Built and launched** a [knowledge base platform](#) to centralize documentation and improve customer support for the company's software suite.

Tech Lead and Partner | Rede Sky (July 2015 - September 2022)

Largest Minecraft server network in Brazil from 2015 to 2022.

- Led development for **7 years**, architecting and implementing cutting-edge systems in **Java** to support millions of players across dozens of game modes and custom infrastructure.
- **Designed and maintained** a robust plugin ecosystem with hundreds of custom-developed Minecraft plugins, handling gameplay logic, matchmaking, anti-cheat, economy, and real-time events.
- Scaled core systems to support **8K+** concurrent players, distributed across **30+ internally built game modes**, ensuring low-latency, fault-tolerant experiences.
- Spearheaded growth strategies and technical leadership that enabled the platform to reach **16M** registered accounts, **300K monthly active users**, and set a national record of **8,115 simultaneous players**.
- Established engineering best practices in architecture, CI/CD, and development workflows, applied to **250+ Git repositories**, primarily in **Java**.
- Automated server maintenance, monitoring, and backups using **Bash** scripts, with observability powered by **Grafana** and **Sentry**, ensuring infrastructure resilience, error tracking, and operational visibility.

ACADEMIC BACKGROUND

Bachelor's Degree in Software Engineering

Pontifical Catholic University of Minas Gerais

Feb. 2023 – Dec. 2026 (Expected)

Academic Recognitions:

- **2× Academic Excellence Award** – Ranked top overall GPA among **700+ students**, awarded in 2nd/2023 and 1st/2024.
- **4× Interdisciplinary Project Champion** – Led award-winning teams for four consecutive semesters in high-impact, real-world software projects.

TECHNICAL SKILLS

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

SOFT SKILLS

- Technical leadership and team mentoring
- Clear written and verbal communication (including technical documentation)
- Software project planning, prioritization, and execution
- Advanced problem-solving and debugging skills

LANGUAGES

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