



THG · NUNU

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Minecraft Backend Engineer

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LOCATION

Brazil · Remote

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13+ years building plugins, network cores and gameplay systems for servers of thousands of concurrent players.

13+

YEARS OF MC DEVELOPMENT

1,000+

PLUGINS SHIPPED

4.9 / 5

FREELANCE RATING

Founder

OF GDD COMMUNITY

SUMMARY

I have been writing code for Minecraft servers since I was thirteen. A copy of 1.4.7 turned into the most expensive curiosity of my life. I taught myself the slow way — Stack Overflow tabs piled up until sunrise, servers crashed and I learned to put them back. Along the way I founded GDD, the first Brazilian community of Minecraft developers, ran the largest plugin marketplace in the country, and worked at some of the biggest Brazilian networks ever. Since 2021 I have been at LoverCraft in the US, building network cores, gameplay systems and the backends behind them in Java, Kotlin and TypeScript on top of MySQL, MongoDB, Redis, Docker and AWS.

TECH STACK

LANGUAGES

Java · Kotlin · TypeScript

MC PLATFORM

PaperMC · Spigot · Velocity
BungeeCord · Adventure API
NMS · PlaceholderAPI

STORAGE

MySQL · MongoDB · Redis
SQLite

INFRASTRUCTURE

Docker · AWS (EC2, S3, RDS)
Linux

WEB

Spring Boot · Node.js · React

TOOLING

Git · IntelliJ IDEA

WORK EXPERIENCE

LoverCraft

2021 — Present · 5 yrs

Minecraft Backend Engineer

United States · Remote

Java · Kotlin · PaperMC · Velocity · Spring Boot · TypeScript · MySQL · MongoDB · Redis · Docker · AWS

- ▶ Building network cores, gameplay systems and the backends behind them for one of the busiest LoverCraft servers running today.
- ▶ Working across Java and Kotlin on PaperMC and Velocity, with Spring Boot, Node.js and TypeScript on the web side, and MySQL, MongoDB, Redis, Docker and AWS underneath.
- ▶ Owning reliability and performance for thousands of concurrent players, from the data layer up to the gameplay logic and Discord integrations.

GDD (Grupo de Desenvolvedores)

2016 — Present · 10 yrs

Founder

Brazil · Remote

Java · Spigot

- Founded GDD, the first Brazilian community of Minecraft developers. Born on Skype, still alive on Discord today.
- Mentored a generation of younger Brazilian devs through code reviews, pair programming and live debugging sessions.

Plugin Marketplace

2016 — 2021 · 5 yrs

Lead Plugin Developer

Brazil · Remote

Java · Spigot · BungeeCord · MySQL · MongoDB · PHP · Redis · NMS

- Ran the largest plugin marketplace for Brazilian Minecraft servers; my code powered virtually every major network in the country.
- Shipped category-defining systems: holographic spawners and machines, full clan and plot frameworks, custom economies, mini-game cores.

Sênior Studios / Premier Studios

2019 — 2021 · 2 yrs

Freelance Plugin Developer

Brazil · Remote

Java · Spigot · BungeeCord · MySQL

- Active freelancer on a Minecraft freelance marketplace. Completed ~15 projects spanning gameplay systems, custom plugins and backend integrations. Overall 4.9 rating across 15 reviews.

Callink (for Bradesco)

Feb 2020 — Dec 2020 · 11 mos

Mid-level Backend Developer

Brazil · Remote

Java · Spring Boot · MySQL · REST APIs

- Worked at Callink, a tech company providing services to Bradesco — one of the largest banks in Brazil. Developed and maintained backend systems and integrations within Bradesco's ecosystem under strict financial-sector compliance.

FantasyNetwork

2018 — 2019 · 1 yr

Lead Developer & Plugin Developer

Brazil · Remote

Java · Spigot · BungeeCord · MySQL · Redis

- One of the largest Minecraft minigame networks in Brazil; rose to Lead Developer early in 2019. Designed and built new minigames from scratch for tens of thousands of players, drove economy systems and resolved critical live incidents.

ExpireNetwork

Jan — Mar 2018 · 3 mos

Founder & Lead Developer

Brazil · Remote

Java · Spigot · BungeeCord · MySQL · Redis

- Founded a Brazilian RankUP OP server; built the entire stack from scratch (rank progression, economy, shop, prestige logic) and managed both development and the player community.

MargeMC

2017 — 2018 · 1 yr

Plugin Developer

Brazil · Remote

Java · Spigot · BungeeCord · MySQL

- Built combat systems, kit management, player progression and admin tooling for a live competitive PvP environment at this Brazilian KitPVP server.

PokeBox

2016 — 2017 · 4 mos

Plugin Developer

Brazil · Remote

Java · Spigot · MySQL

- First professional gig — implemented gameplay features and integrations on top of Pixelmon for a Brazilian Pokémon mod server.

BlastMC**Plugin Developer***Brazil · Remote*

Java · Spigot · BungeeCord · MySQL

- First network where development work translated into real income. Built and shipped gameplay systems across the network's game modes.

TheNewOrderCraft**Founder & Developer***Brazil · Local*

Java · Spigot · MySQL

- First server project — built around the "A Era do Futuro 2" modpack. Handled all setup, plugin/mod config and custom development. The project that sparked the path into serious Minecraft development.

2014 — 2015 · 1 yr

SELECTED PROJECTS**T_Maquinas**

2019—2021

Commercial Spigot plugin for automatic machines. Players place blocks that passively generate items while fueled — stacking, 4 upgrade tiers, holograms, per-region rules.

Java

Spigot

MySQL

NMS

HolographicDisplays

Vault

T_MobSpawners

2018—2020

Commercial plugin replacing vanilla spawners with a full progression/economy system. Virtual drops, mob stacking, permission-based multipliers, write-behind MySQL persistence.

Java

Spigot

MySQL

SQLite

HolographicDisplays

Vault

LFDungeons

2023—Present

Instanced dungeon system for the LoverFella network. Groups pay entry, fight MythicMobs creatures and a boss, receive randomized loot — each run in its own isolated world cloned and destroyed automatically.

Java

Paper

MythicMobs

SlimeWorldManager

Redis

LFGlobalEvents

2024—Present

Cross-server competitive minigame system orchestrating Frog, Spleef and TNT Run events with Redis Lua atomic slot reservation, countdown boss bars and self-restarting event servers.

Java

Paper

Redis

Lua

SlimeWorldManager

FastBoard