

Gabriel Selvenca

Roblox Developer · Lua · São Paulo, Brazil (remote, UTC-3)

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Portfolio: voidazazel.com — every game and system with clips, code samples and live stats.

SUMMARY

Roblox developer focused on the server side of games: data persistence, monetization, economy and server-authoritative combat. Trained in digital game programming at SENAI.

GAMES

- **Anime Celestial X** — Contributing developer · 8.2M visits
Bug fixes and improvements in the final development phase.
- **Brainrot Card Collection** — Owner & developer · 600K+ visits
Idle card collector: packs, trading, PvE tower, monetization and live admin events.
- **1 Click = 1 Noodle** — Developer for Galorys
Fully scripted clicker/tycoon, including a custom soft-body noodle solver.
- **Trust No One** — Developer for Galorys
Social deduction game with up to 50 players per server.

SKILLS

- **Roblox:** Lua, ProfileStore/DataStore, MarketplaceService, MemoryStore, TeleportService, client/server validation
- **Tooling:** Git, Rojo, Wally, Selene, StyLua
- **Also:** TypeScript, Next.js, C#/.NET, SQL, Cloudflare Workers, Scrum

EDUCATION

- **SENAI** — Technician in Digital Game Programming (2024–2025); Systems Development (in progress, 2027)
- **WorldSkills, Systems Development for Business** — 1st place in the SENAI school selection (2024–2025)

LANGUAGES

Portuguese (native) · English (intermediate technical)