

Catherine “Cat” Pereira

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EDUCATION

University of Florida - Gainesville, FL

May 2023

B.S. Statistics, GPA: 3.97 (Cum Laude) - National Merit Scholarship

EXPERIENCE

Software Engineer - *Easy Games*

August 2025 - May 2026

Cloud platform microservice development for the Airship multiplayer game platform (airship.gg)

- Designed and built the Airship Developer Fund with a credit distribution auditing system and earnings breakdown
- Built admin tooling for payouts and added user payout information forms and validation with Tipalti
- Implemented multi-provider account linking via Firebase (Google, Apple, Steam), including Steam friends detection and automatic friend request functionality
- Built a real-time playtime tracking data pipeline with PubSub and BigQuery on Terraform-provisioned infrastructure
- Built a content moderation pipeline using GCP's moderation API with configurable confidence thresholds across user-facing text inputs, along with dedicated internal moderation tooling and dashboards
- Designed and built platform moderation tools and dashboards for internal moderation with auditing
- Designed and built game-scoped moderation tools and a full permission system for developers with auditing
- Added tracking of estimated queue times and active player counts in queues in a custom matchmaker, along with a live dashboard for developers
- Refactored our frontend to implement SvelteQuery/TanStack into our API calls

Gameplay Programmer - *Easy Games*

April 2022 - August 2025

Content update design and implementation for live service games Roblox BedWars and Roblox Islands

- Led technical and creative development of over 10 purchasable and playable in-game characters
- Contributed to a weekly content update schedule for over 3 years
- Designed and implemented match reconnect support with asynchronous match performance finalization
- Worked on the “BedWars Creative” in-game Lua scripting API and tooling
- Designed and built the in-game tournament team creation, assignment, and event scheduling system

Community Manager - *Easy Games*

August 2021 - April 2022

- Oversaw multiple game communities collectively containing over 1 million members
 - Managed, interviewed, and onboarded Discord Moderation, Translation, and Anti-Cheat Moderation members
 - Improved moderation efficiency through Discord bot development and configuration
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TECHNICAL SKILLS

Frontend:	TypeScript, React, Next.js, Tailwind CSS, Svelte
Backend:	NestJS, Node.js, Postgres, Prisma, Redis, REST APIs
Cloud & Infrastructure:	Google Cloud Platform, Docker, Kubernetes, Terraform, PubSub, BigQuery
Machine Learning:	Python, PyTorch, pandas, scikit-learn
Data & Observability:	Grafana, Sentry, Prometheus, Snowflake, Clickhouse
Other:	Lua, Roblox Engine, Firebase, Steamworks, PlayFab, Agones, CockroachDB, JWT

CERTIFICATIONS

- Preparing for Google Cloud Certification: Machine Learning Engineer
- IBM Machine Learning Certification