Vitor Albert

Software Engineer | AI/LLM Systems & Backend

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Software engineer who has spent four years building a game network solo: an AI assistant in production, a distributed Java backend and the servers it runs on.

Experience

Founder & Lead Engineer | AfterLands Dec 2022 to Present

Minecraft MMORPG network, pre-launch, with a 600-member community

- Built CORTEX, an AI assistant that answers our 600-member Discord 24/7 and took over support that used to need a person. RAG on Qdrant with hybrid vector and keyword ranking; about 62k lines of Python and 1,600 tests.
- Put every AI decision that affects members behind a guarded layer: shadow mode before going live, rule-based fallback on timeouts, personal data stripped, user text treated as untrusted, every call logged.
- Built a harness where AI agents test features in-game on their own, through console, SQL and a real player bot (mineflayer), with production unreachable by design. 89 checklists passed.
- Maintain a 34-module Java 21 codebase alone, with 15,800 unit tests and CI, driving each change through AI agents with a spec, a plan and an in-game check.
- Designed AfterCore, the shared library under 30+ plugins (async MariaDB, Redis messaging and distributed locks, circuit breakers), built for 500+ concurrent players at 20 TPS.
- Run the infrastructure: hardened Ubuntu dedicated servers (OVH, Hetzner) on Pterodactyl, daily Backblaze B2 backups, Prometheus and Grafana alerts to Discord. Have operated 20+ game servers at once.
- Built the in-game tech players see: motion-captured NPCs that track the player, camera cinematics, 2,000+ block animations and Crowdin-synced translations.

Freelance Software Engineer & Game Designer 2022 to Present

- Ran a live High School event for YouTuber Savvy Soggy: 350+ concurrent players while filming, load-tested beforehand, zero crashes.
- Game design for TabiQuest, a Cobblemon RPG server, and for Dinosaurs: Lost Depths, a Minecraft Marketplace add-on for Panda Studios.
- Set up and secured dedicated servers and VPSs for clients on OVH and Hetzner, from install to monitoring.
- Other clients: Mia Studios and Eco Studios.

Open Source

- **IGLanguages**: a Spigot plugin that lets each player pick their language, with Crowdin integration. About 875 downloads across Spigot and Modrinth, 224 players at its peak (bStats).

Skills

AI: RAG, embeddings, Qdrant, Gemini, OpenRouter, evals, prompt-injection defense, Claude Code
Languages: Java 21, Python, TypeScript, SQL
Backend: Redis, MariaDB/MySQL, SQLAlchemy, Alembic, HikariCP, JUnit 5, Mockito, pytest
Infra: Linux (Ubuntu), Pterodactyl, Prometheus, Grafana, Backblaze B2, Docker, GitHub Actions, Cloudflare, OVH, Hetzner
Games: Spigot/Paper, Velocity, PacketEvents, game design documents

Education & Languages

Game Design: Art and Concepts, CalArts (Coursera), Oct 2025
Information Systems coursework, UFG (paused)
Portuguese (native), English (advanced)