

Juan Pablo Alves Ribeiro

Full-Stack Roblox Developer

skanzrbx@gmail.com | Discord skanz_ | github.com/zSkanz | zskanz.com | Roblox profile
Brazil · Remote | Born 2 November 2002

80.5B+	39.8M+	140K+	10	7
COMBINED VISITS	FAVORITES	PEAK CONCURRENT	TITLES SHIPPED	YEARS EXPERIENCE

PROFILE

Roblox developer with seven years building and operating live multiplayer experiences. I have contributed gameplay systems, server-client architecture and UI to titles with more than 80 billion combined visits — three of them in the billion-visit tier — and I design and ship my own games under Skanz Company. Equally at home in Luau gameplay code and in the TypeScript/React stack that surrounds it.

EXPERIENCE

Owner & Lead Developer — Skanz Company 2026 — Present

- Design, build and operate original Roblox titles end to end: gameplay systems, economy, progression, UI and post-launch updates.
- Launched **Build A Farm**, a farming tycoon simulator — 260K+ visits and 6.3K favorites, running on a live-ops update cadence.
- Own the full technical surface of each release, from data persistence and anti-exploit checks through to store presentation.

Freelance Roblox Developer — Contract 2019 — Present

- Delivered gameplay systems, server-client architecture and interface work for studios running titles at the top of the Roblox charts, several sustaining 50,000+ concurrent players.
- Integrated features into large live codebases under active player load, shipping without downtime or regression for existing sessions.
- Built progression loops, in-game economies and monetization flows, with the DataStore persistence and migration logic behind them.
- Profiled and optimized server and client performance — replication, memory and frame cost — across simulator, RPG, tycoon and social titles, working with designers, artists and engineers in distributed teams.

SELECTED WORK

TITLE	ROLE	VISITS
Steal a Brainrot	Contributor	73.6B
Fisch	Contributor	4.9B
Baddies	Contributor	1.9B
Tap Simulator	Contributor	156M
Anime Sword Simulator	Contributor	9.4M
Build A Farm	Creator	260K

Also contributed to Anime Force Simulator, Anime Islands, Anime Odyssey Simulator and Anime League — 6.7M combined visits. Live figures at zskanz.com.

TECHNICAL SKILLS

Languages	Luau / Lua, TypeScript, JavaScript, C#
Roblox	Roblox Studio, server-client architecture, replication, DataStores, monetization, live-ops, performance profiling
Web	React, Next.js, Node.js, Tailwind CSS, REST APIs
Practice	Game design, progression & economy systems, UI/UX, Git, code review

EDUCATION

Undergraduate studies — in progress
Course · Institution — replace this line

LANGUAGES

Portuguese — native
English — professional working proficiency