

Caio Vinícius Cunha Bernardo

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EDUCATION

University of São Paulo

Bacharel of Information Systems

São Paulo, SP

Fev 2024 — Dec 2027 (Expected)

WORK EXPERIENCE

Infraestructure Manager

Jan 2025 — Present

Semana de Sistemas de Informação

- Led team of +30 developers in implementing and maintaining features for the company's back-end API (source code available at <https://github.com/SSI-Site/saphira>).
- Trained members with company's technologies while providing proper documentation for new members and next managers to come
- Acted as *Scrum master* and assisted team-members in the conclusion of their tasks.
- Manage the deploy of the company's API on *Digital Ocean* using *Docker*.

Undergraduated Researcher

Ago 2024 — Present

Center for Artificial Intelligence (C4AI) - USP

- Conducted research at the integration of *Large Language Models* in social robots.
- Crafted a promotional and informative video about the first version of the main conversational agent studied in the research.
- Developed the refactor of the old *API* responsible to expose our custom *AI-agent* to end-users.

Web Developer

Abr 2024 — Dec 2024

Semana de Sistemas de Informação

- Developed mobile-first website to promote the company (<https://ssi-2024.netlify.app/>).
- Improved accessibility while assisting in design decisions.

PROJECTS

Co-Author, Lucky Crab

https://github.com/ConwayUSP/Lucky_Crab

- Free course for developing games with Godot Game Engine and the Rust programming language.
- Wrote chapters teaching about the Rust programming languages for beginners.

Maintainer, ZXD

<https://github.com/caio-bernardo/zxd>

- Re-implementation of *xxd* UNIX command-line utility, built with Zig programming language.
- Allows to view binary files as hexadecimal, seek to specific bytes, and convert hexadecimal input into binary file.

EXTRACURRICULAR ACTIVITIES

Team-member at BxComp

- Participated and **won** at *BxComp*, a team-based programming competition made by PET-SI (Programa de Educação e Tutoria), to freshman of the Information Systems course.

Volunteer at Semana de Sistemas de Informação

Apr 2024 — Present

- Supported in finding suppliers and estimated costs for giveaways, at the department of finances of the Semana de Sistemas de Informação.

Founder of Conway, an Academic League for Games and Computer Graphics

- Founded an academic league with colleagues to promote the study of game development and computer graphics.
- Developed courses, presentations and workshops to the general public.

SKILLS

- **Programming Languages:** Python, C/C++, Rust, Java, Lua, JavaScript, Typescript
- **Technologies:** Git, Linux, Django, Fast API, PostgreSQL, Docker.
- **Inter-personal:** team-leading, presentation skills, *Scrum*, *Agile*
- **Languages:** English (C1), Portuguese (Native)