


Caio Cavalcante

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EDUCATION

Federal Institute of Bahia

Bachelor's degree in Information Systems; GPA: 3.27/4.00 (8.18/10)

Feira de Santana, BA, BR

Mar. 2023 – Dec. 2026

Helyos International School

High School; GPA: 2.98/4.00 (7.47/10)

Feira de Santana, BA, BR

Feb. 2019 – Nov. 2021

EXPERIENCE

IT Assistant

Inovare Accounting and Business Consulting

Aug. 2024 – Aug. 2025

Feira de Santana, BA, BR

- Responsible for the company's technology sector, including: customer service; diagnosis and troubleshooting; installation, configuration, documentation and maintenance of software;
- Refactored and optimized the institutional website using HTML, CSS, and JavaScript, reducing the total number of lines of code by 15%, removing redundancies, and improving performance;
- Developed the website's responsive layout, ensuring a consistent user experience across desktops, tablets, and mobile phones.
- Implemented new features, such as a theme selector (light/dark), and updated the design to reflect the company's visual identity.
- Managed the website hosting platform with Hostoo.io and the content management system (CMS) WordPress.
- Conducted training on the use of new technologies for staff and clients, simplifying technical concepts for internal and external audiences.

Administrative Assistant

Inkasa Shop Market 24H

Oct. 2022 – July 2024

Feira de Santana, BA, BR

- Helped recover 80% of the profit lost due to transaction inconsistencies every month;
- Monitored security cameras in autonomous grocery stores in condominiums;
- Used agile methodologies for continuous flow of tasks in the office;
- Responsible for customer service;

PROJECTS

MathHub | *HTML5/CSS3, JavaScript (ES6), GitHub*

Aug. 2025 – Present

- Developed a responsive Single-Page Application (SPA) using Flexbox, implementing features like DOM manipulation, mathematical algorithms, and data validation with a focus on modular, maintainable code with separation of responsibilities.

Java Games Collection | *Java, IntelliJ, GitHub*

Apr. 2024, May 2025

- Developed recreations of 12 classic games in Java, including: Pac Man, Sudoku, Minesweeper, Space Invaders and Flappy Bird;
- Applied OOP and interactive graphical interfaces concepts, through Java Swing and AWT;
- Implemented game mechanics, managed state and conditions, handled user inputs, and created 2D boards.

TECHNICAL SKILLS

Languages: HTML5/CSS3, JavaScript (ES6), Java, C, SQL (Postgres);

Frameworks: React, Node.js, Java Swing, WordPress;

Developer Tools: GitHub, Google Workspace, VS Code, IntelliJ.