



# Caio Cavalcante

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## EDUCATION

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### 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

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### IT Assistant

*Inovare Accounting and Business Consulting*

Aug. 2024 – Present

*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, removing redundant code 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.
- Applied great public communication skills in technology training.

### 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

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

Aug. 2025 – Present

- Developed a single-page web application using HTML, CSS and JS to showcase mathematical calculations, focusing on performance and teaching;
- Built with semantic structuring of the content; modern and responsive layout using flexbox styling; and applied interactivity through programming logic and algorithms;
- Implemented a dynamic SPA with DOM manipulation, mathematical algorithms, separation of responsibilities into modules and data validation routines.

### Java Games Collection | *Java, IntelliJ, GitHub*

Apr. 2024, May 2025

- Built 12 game clones in Java, including: Pac Man, Sudoku, Minesweeper, Space Invaders and Flappy Bird;
- Worked with OOP and interactive graphical interfaces, through Java Swing and AWT;
- Implemented game mechanics, managed state and conditions, handled user inputs, and created 2D boards.

## TECHNICAL SKILLS

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

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

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