



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 – 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 the website with HTML, CSS, and JavaScript. Powered hosting with Hostoo.io and WordPress.
- Removed redundant code, programmed the responsive layout for multiple devices, developed the theme-changing feature and incorporated the company's personality, branding, and colors into the previously generic website;
- Applied great public communication skills in technology training.

Administrative Assistant

Inkasa Shop Market 24H

Oct. 2022 – July 2024

Feira de Santana, BA, BR

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

PROJECTS

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

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

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

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