

Caique Torres

Software Engineer

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GOALS

As a Computer Engineer and programmer, I have a constant pursuit of improving my knowledge in all stages of software development, encompassing different types, such as applications and games. My main goal is to create exceptional experiences while simultaneously expanding my studies and professional growth within the company I am a part of.

I always maintain a continuous commitment to learning and share my findings and developments on my GitHub. There, you can find projects in TypeScript, JavaScript, Svelte, C#, and Rust.

Although I lack professional experience with technologies such as Rust, GoLang, React, and Svelte, I have a solid knowledge of these tools and a keen interest in applying them in future projects.

EXPERIENCE

Jaraguá do Sul, Santa Catarina
August 2024 - Today

Mid-level Software Engineer

Lyncas

Skills: TypeScript, GoLang, NestJS
As a Mid-level Software Engineer, I focused on developing and maintaining backend applications for both monolithic and microservices architectures.

Los Angeles, California
March 2024 - May 2024

Software Engineer

micro1

Skills: JavaScript, Python and C++
In my role as a Software Engineer, my primary responsibility is to train artificial intelligence models to validate and generate code across various languages and frameworks.

Sorocaba, São Paulo
July 2022 - October 2023

Mid-level Software Analyst

LIGA - Facens

Skills: Unity, Angular, NestJS and AWS
In the position of a Mid-level Software Analyst, my primary task was to develop and maintain applications in backend, web, and mobile environments.

Sorocaba, São Paulo
October 2020 - July 2022

Software Developer Assistant

LIGA - Facens

Skills: Unity, Angular, NestJS and AWS
In the position of a software development assistant, my primary role was to develop and maintain applications in backend, web, and mobile environments, as well as handle the maintenance of Unity applications.

Sorocaba, São Paulo
January 2020 - October 2020

Intern

LIGA - Facens

Skills: Unity
In the role of an intern, my primary responsibilities included maintaining applications across various domains, encompassing games, apps, simulators, and augmented reality (AR) applications.

Sorocaba, São Paulo
August 2019 - January 2020

Volunteer

LIGA - Facens

Skills: Unity
As a volunteer, my primary task was to provide maintenance for games.

LANGUAGES

English

Advanced

Portuguese

Native

EDUCATION

January 2019 - December 2023

Computer Engineering

Facens

I achieved the first position in the Computer Engineering course and pursued my studies, completing them in 2023.

PROJECTS

February 2023 - Present

Vaner

I played a crucial role in the development of a proprietary mobile application designed to enhance personal productivity. Furthermore, I was responsible for creating the architecture and infrastructure that supported the application. My responsibilities included active involvement in implementing productivity methods and other features in the app, as well as developing the backend that powers it, which ranged from integrating native plugins to other custom solutions.

The construction of the app utilized various technologies, including TypeScript, Angular, Ionic, Kotlin, MongoDB, NestJS, and Svelte, leveraging the Google Cloud Platform (GCP) infrastructure. The result is a functional and highly customizable app, allowing users to improve their productivity and achieve their personal and professional goals.

I would like to highlight that the app is available on Google Play, with continuous additions of new features and updates to further enhance the user experience. It can be downloaded via the following link: <https://play.google.com/store/apps/details?id=com.xtend.vaner>

April 2024 - Present

Svelte

I have dedicated my time to contributing to the Svelte project, an open-source web development framework.

To date, two of my pull requests have been validated and integrated into the Svelte codebase.

The first focused on enhancing the output generated by the Svelte compiler during code analysis, which optimized the execution of code within the framework's runtime.

The second pull request aimed to improve the integration between different versions of the framework. This involved refining exception handling based on the diverse feature usage in applications, ensuring more efficient and secure compatibility across versions.

It is important to note that my contributions are relatively recent, which accounts for the modest number of pull requests. Nevertheless, I continue to work diligently on new contributions to the project each day.