



# Caique Torres

## Mid-level Software Developer

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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

Los Angeles, California  
March 2024 - Present

#### Software Engineer

micro1

**Skills:** JavaScript, Python, 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 e 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 e 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.

So far, one of my Pull Requests has been validated and integrated into the Svelte codebase. This particular contribution focused on improving the output generated by the Svelte compiler during code analysis, optimizing how the code is executed within the framework's runtime.

I am currently developing a second Pull Request aimed at enhancing the integration between different versions of the framework. This effort involves improving exception handling based on how various features are used in applications, ensuring more efficient and secure compatibility across versions.

It is important to note that my contributions are recent, which explains the still small number of pull requests. However, I continue to work daily on new contributions to the project.