CALIEL FEIJÓ

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EDUCATION

CESAR School *Feb, 2025 - Present*
Associate's Degree, Analysis and Development of Systems Recife, PE
Universidade Federal de Pernambuco *May, 2023 - Present*
Bachelor's Degree (Licentiate), Visual Arts Recife, PE
Instituto Federal de Pernambuco *Mar, 2018 - Dec, 2022*
High School Technical Degree, Occupational Safety Recife, PE

EXPERIENCE

Technological Residency of Porto Digital *Feb, 2025 - Present*
Recife, PE

- Development of software solutions for Porto Digital partner companies in the residency program, working with back-end using Java Spring Boot and RESTful APIs, and front-end with Angular and TypeScript for creating dynamic interfaces.

- Full participation in the PBL product lifecycle, including prototyping in Figma, deployment, and pitching the solutions.

PROJECTS

Integra+
Porto Digital Residency

- Project developed focusing on SDG 3 (Good Health and Well-being) principles, utilizing Canva and Figma for design and prototyping.

- Selected among 56 teams to present at Demoday (Porto Digital) and awarded in the Residency Project category at the Expotech Education Showcase (REC'n'Play), highlighting the project's innovation and potential.

TransCare
Porto Digital Residency

- Front-end development of a healthcare platform for LGBTQIAP+ individuals using Angular and TypeScript, implementing components, services, and routes, as well as serving as SCRUM Master, managing backlog, sprints, and deliveries using the Agile SCRUM methodology.

Restaurant Management CRUD System (Python)
CESAR School

- Developed a comprehensive system to streamline restaurant operations, implemented in Python and leveraging the Pandas library for data processing.

Lógica à La Carte
CESAR School

- Educational game developed as a command-line interface (CLI) focused on teaching Propositional Logic, combined with practical application of the C language.

- Achieved 2nd place at Tech Night and was named Best PIF Game at the Tech Design Showcase, both events hosted by CESAR School.

Chronicles of Lumi

Personal project

- 2D platformer game developed in Python using Pygame Zero, implementing movement, collision, and basic physics mechanics, with black-and-white pixel art aesthetics.

SKILLS

Technologies and Frameworks Angular, Java, C, Python, React, HTML, JavaScript, TypeScript, CSS, Tailwind CSS, REST APIs, Web Development, MySQL, Spring Boot.

Tools Microsoft Office Suite, Cloud (Mega, Drive, Google WorkSpace), Adobe (Premiere Pro, Photoshop, After Effects, Illustrator), Notion, Canva, Figma, Bash, Git, Vercel.

Soft Skills Communication and active listening, teamwork, problem-solving, adaptability, organization, and practicality.

Languages

- English (Advanced)

- Portuguese (Native Speaker)

- Libras - Brazilian Sign Language (Elementary)

- French (Elementary).