CAIO VINICIUS CAMARGO SILVA

github.com/SadS4ndWiCh | linkedin.com/in/caiocamargo007 | hi@caiovinicius.xyz

EDUCATION

FATEC Presidente Prudente   Jul 2021 - Jul 2024
System Analysis and Development

EXPERIENCES

Cronos Instituição de Pagamento LTDA   Jul 2025 - Present
Full-Stack Developer

- I focus on the implementation of Compliance services, in addition to ensuring compliance with the Central Bank (BACEN) resolutions;
- I implement new features in the White Labels CRM, as well as maintain and refactor legacy systems;
- Following the microservices architecture, I perform integrations across different services using communication through WebHooks and queues; - I create scripts for the automation of internal processes;
- I participate in technical meetings with the solutions architect for planning the structure and aligning the specifications;
- I implement integrations with technology partners, communicating directly with them on technical issues or questions;
- I implemented the integration with the KYC service for the final customer onboarding process;
- I implemented the adjustment of the BACEN resolution regarding the Special Refund Mechanism (MED);

YouBr Soluções Tecnológicas   Mar 2025 - Jul 2025
Full-Stack Developer

- I worked in the credit team on the implementation of the Car Equity product;
- I performed maintenance and refactoring of legacy systems;
- I implemented a service to facilitate communication between the front-end and the main system using WebHooks with a proprietary protocol.
- I developed the interface for a new investment product;

Compass.uol   Jun 2022 - Sep 2022
Intern Product Designer

- Selected for a scholarship program;
- I completed technical courses in UI and UX design;
- I developed practical interface design projects, taking into account accessibility and user experience;
- I created wireframes, interface components, and prototypes using Figma;
- In pairs, I created a complete final project, from its problem statement to the full prototyping, conducting quantitative and qualitative research;

PROJECTS

oguryto   Feb 2026 - Present
Personal Project

Creating a blockchain mechanism to study how cryptocurrencies work.

Currently being developed in Go, implementing block generation and the mining process with the Proof-of-Work algorithm called Hashcash - the same one used by Bitcoin.

bitmap   Jun 2025 - Jun 2025
Personal Project

A terminal tool for manipulating bitmap images.

Developed with pure C with the aim of studying image manipulation through their format. By mapping the bytes of the file, it is possible, through custom functions, to update each pixel of the image.

Portifolio de Artes   Mar 2025 - Jul 2025
Freelance

A freelance project for a portfolio for an artist to showcase their work to attract clients interested in purchasing commissions.

Central Arcane Magic Control System (CAMCS)   Feb 2025
Personal Project

A global autonomous central system for the control and management of magic in the world with the aim of facilitating individuals in the use of *arcane magic*.

Developed using the ancient language described in the inscriptions lost in the memories of those whose footprints have long since disappeared, called PHP. Recorded with the artifact CodeIgniter, having its akashic record sealed in the legendary MySQL.

Each individual has the essence of their soul marked by the insignia of the JWT, preventing those not permitted to benefit from the system, so that thru prayers recorded directly in their mind and listed in the sacred manual, the *arcane magics* can be consecrated.

Super Application To Message With Friends (SATMWF)   Oct 2024 - Nov 2024
Personal Project

A chat application to send messages thru the terminal.

The system was developed using pure C without external libraries or headers. It operates thru a client/server structure, where the server is responsible for receiving all connections and managing the receipt and sending of messages via broadcast to the other connected clients.

The communication uses its own simple protocol without using JSON, only structs.

bobuilder   May 2024 - May 2024
Personal Project

A terminal command that, thru the execution of various pipes, should print a house based on the commands used.

Developed in pure C, it aims to tackle a challenge I saw on Twitter about how this mechanism could be implemented, where, thru a sequence of pipes using different binaries, one must construct a house in the desired shape.

pyjsn   Jan 2024 - Mar 2024
Personal Project

A JSON parser for Python.

Developed with the aim of studying the parsing process, gaining a better understanding of the lexer concept used in language creation.

Apache Project Manager (APM)   Jan 2024 - Jun 2024
Personal Project

A CLI to manage my projects with Apache.

Initially developed with Shell Script, but I ported it to Golang for learning purposes. The application manipulates files to create the necessary files for Apache configuration.

Buy Here   Aug 2023 - Jul 2024
Final Project (TCC)   FATEC Presidente Prudente

A mobile app that allows users to manage their shopping lists, being able to find nearby markets with the best prices to shop.

Developed using React Native and Expo on the Front-End and ExpressJS on the Back-End for API creation. The entire back-end was developed from scratch, including the authentication system, with a highlight on the functionality to find the nearest markets based on the user's geographical position (latitude and longitude).

The project was done in pairs with my friend.

Fatequense   Mar 2023 - Sep 2023
Academic Project   FATEC Presidente Prudente

An alternative to SIGA - the Fatec student portal - with the aim of providing a more modern interface and a better experience when viewing their information.

The system was developed by performing Web Scraping on the original panel due to the lack of a proprietary API. Authentication is also done by analyzing the original routes used by SIGA, capturing the token generated thru the response cookies.

The information is extracted and stored in a proprietary database and cached with Redis for better efficiency, avoiding multiple queries, in addition to taking advantage of the fact that it does not require constantly updated data.

The project was implemented by developing both the web part using NextJS, and the api part using Fastify with TypeScript.

Furthermore, for study purposes, I later developed a version of the API using Golang.

Pinterest Clone   May 2023 - Jun 2023
Academic Project   FATEC Presidente Prudente

A clone of the Pinterest platform, where it is possible to make posts (pins), manage folders, comment on publications, and edit your profile.

The application was developed using PHP for both the Front-End and Back-End, and it uses the MySQL database to save all the information. The authentication was created from scratch and the images are saved directly in the database as BLOBs for a more streamlined process.

The work was done in pairs with my friend.

CERTIFICATIONS

Test of English for International Communication - TOEIC   Apr 2024

I obtained my English language proficiency certificate in April 2024, where I achieved a score of 645 points, guaranteeing my intermediate level (B1) in English.

LANGUAGES

• Portuguese (Fluent)
• English (B1)

February 2026.