Caio Valente

🕈 RIO DE JANEIRO, BRAZIL

PROFILE

I am a computer engineer (PUC-Rio / IMT Atlantique) experienced in Linux DevOps and Cloud Engineering, currently pursuing a master's in Computer Graphics (PUC-Rio). Fluent in English, French, and Portuguese, I have a keen interest in Linux, open-source software, game development, and real-time rendering.

I am currently seeking work as a graphics programmer (C++/Vulkan), game developer, or as a devops engineer of a game related company. I am available for up to 25 hours/week and I am currently based in Rio de Janeiro, although relocating is negotiable, as my master's research can be completed remotely. I am particularly interested in opportunities that will align with my future research in the field of real-time Rendering.

PROFESSIONAL EXPERIENCE

Tecgraf Institute (PUC-Rio) - Rio de Janeiro, Brazil

 Graphics Programmer R&D Center (C++, Lua, OpenGL) [9 months, Jun 2023 ~ Present] Developed a desktop-based 3D reservoir visualization and simulation application for Petrobras, utilizing C++, OpenGL and Lua. The app served as a decision-making tool for reservoir exploitation, helping to analyze and predict reservoir behaviors.

Kbrw - Paris, France

• DevOps / Site Reliability Engineer (Elixir, Ruby) [3.5 years, Feb 2019 ~ Oct 2022]

Scaled the cloud infrastructure of a B2B order management startup from 30 to 230 Ubuntu servers, hosting 3000+ LXC containers. Developed and managed Chef script automation and monitoring tools, ensuring optimal system performance. Implemented an on-call system (asterisk VoIP) and a distributed server monitoring tool (Elixir) and oversaw Git, Jenkins, DNS, and Asterisk servers, contributing significantly to the company's operational efficiency and rapid growth. Worked remotely for 2 years. Keywords: Linux, Elixir, LXC, Ruby, Bash, Python, Micro-services, Automation, Scalability.

 Full Stack Developer (Elixir, React.js) [10 months, Mar 2018 ~ Jan 2019] Designed and developed distributed web micro-services running on Elixir/Erlang VMs and React.js framework, using Riak distributed noSQL databases, LXC containers and haproxy load balancers. Worked in direct contact with clients in a fast-paced intercultural environment. Keywords: Micro-services, Agile, Elixir, Full Stack, React.js, Order Management System.

Apple Developer Academy / LES (PUC-Rio) - Rio de Janeiro, Brazil

 Full Stack Developer Intern (iOS, Swift) [6 months, Jan 2016 ~ Jun 2016] Conceived and implemented software solutions for iPhone, Apple Watch and Apple TV platforms using the Swift language and several iOS SDK tools.

Minds at Work / CPTI (PUC-Rio) - Rio de Janeiro, Brazil

 Software Developer Intern (Java, Python) [1.5 year, Sep 2014 ~ Jan 2016] Developed software for inspection and monitoring of oil extraction tools and facilities for Petrobras.

ACADEMY

Bachelor's degree in Computer Engineering [2013 ~ 2020]

PUC-Rio - Rio de Janeiro, Brazil

• Monitor and private tutor of programming and data structures (C language).

Master's degree in Networks and Telecommunications [$2016 \sim 2028$]

IMT Atlantique - Brest, France

- BRAFITEC double degree exchange program, funded by CAPES (Brazilian government).
- Final project: Contributed with enhancements to the IPv6 support of The Tor Project.

Master's degree in Computer Graphics [2023 ~ Present, end in June 2025] PUC-Rio - Rio de Janeiro, Brazil

${igtriangleta}$ open source contributions

The Tor Project - Improved the IPv6 support of the Tor project. (github.com/valentecaio/torproject-tor) ReGBA emulator - Added gamepad support to a C/SDL GBA emulator. (github.com/valentecaio/ReGBA-RG350) Pcsx4all emulator - Added gamepad support and multiplayer features to a C/SDL PSX emulator. (github.com/valentecaio/RG350 pcsx4all)

Details

CONTACT

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WEBSITE

valentecaio.ovh

LINKEDIN & GITHUB

@valentecaio

NATIONALITY AND AGE Brazilian, 28 years old

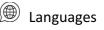
III. Skills

Reliable and helpful;

- Effective communicator;
- Quick learner;
- Adaptable;

Curious;

- Good time management;
- Good teamwork.

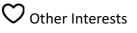


Portuguese - Native

English – C1

French – C1

Spanish – B1



Console emulation; Computer graphics; Game development; Linux and FOSS Software; Sustainable Urban Mobility; Bicycle Touring & Camping; Languages.