CAIO MAYAN

Software Engineer

João Pessoa, PB

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ABOUT

Software engineering intern at TechEduConnect, where I build education solutions with applied AI, including an essay-grading plugin powered by generative AI and supervised by tutors. I develop with coding agents (Claude Code): I write specifications, define tests and review what the agents deliver, using Spec-Driven Development, TDD and quality gates. I have a solid backend foundation in Java, Spring Boot, PostgreSQL and Redis, and I aim to grow as an AI Engineer, bringing LLMs and agents into real products.

EDUCATION

INSTITUTO FEDERAL DA PARAÍBA (IFPB) — João Pessoa, PB

Associate Degree in Internet Systems Technology — Oct 2024 – Expected Jul 2027

Teaching Assistant: Data Security course (2026.2 semester)

Relevant coursework: Data Structures; Systems Analysis and Design; Information Security; Databases.

PROFESSIONAL EXPERIENCE

TECHEDUCONNECT (Education technology and Moodle solutions) — Remote

Software Engineering Intern — Oct 2026 – Present

- Developed a Moodle plugin that grades essays with AI, in production at a higher education institution via the OpenAI Decisions API, with provider-agnostic integration (ready for other LLM APIs) and supervised grading: the AI proposes the evaluation and the tutor reviews and approves it.
- Developed in-house learning platforms (LMS) with Next.js, React and TypeScript, plus customizations, plugins and integrations for Moodle (PHP), including CRM integration.
- Develop with coding agents (Claude Code with skills): feature specification (Spec-Driven Development), TDD, quality gates and review of the generated code.

HOSPITAL NAPOLEÃO LAUREANO (Oncology-specialized hospital) — João Pessoa, PB

Apprentice – Procurement — May 2024 – May 2025

- Procurement of PPE, clinical engineering and IT items, with contract management, supplier registration and logistical and financial project tracking.
- Organized the department's digital files and supported the onboarding of new employees.

PROJECTS

CARMINE SaaS built with AI agents — In development

- SaaS for competitive Counter-Strike 2 players and teams, with a launch planned for 2027. Stack: Nest.js, Next.js, Valkey and CounterStrikeSharp server plugins, with CS2 test servers on AWS EC2 and the web server on Oracle Cloud (Ampere).
- Developed with AI agents that open issues and pull requests and keep specifications and backlog up to date, with a staging environment separate from production.

SKILLS AND ADDITIONAL INFORMATION

Artificial Intelligence: Generative AI (GenAI), LLM integration, OpenAI Decisions API (GPT-6 Luna), prompt engineering, agent orchestration (Claude Code with skills), SDD (Spec-Driven Development), TDD
Backend: Java, Spring Boot, Nest.js, Node.js, TypeScript, Express.js, PHP (Moodle), Python
Frontend: React, Next.js
Data: PostgreSQL, Redis, Valkey, MongoDB
Infrastructure: Docker, AWS (EC2), Oracle Cloud, Vercel, Cloudflare, CI/CD, Git
Languages: Fluent English (C2, EF SET); Native Portuguese
Certifications: Practical and Applied Introduction to Docker (IFTech); EF SET English Certificate C2