

# RIKELMY ROBERTO SILVA MORAES

Phone: (21) 98050-4985 | rikelmyroberto1@gmail.com | Rua Silveira da Mota, 300 | 60822-352 |

Fortaleza - CE

[My Portfolio](#)

[Linkedin](#)

## PROFESSIONAL SUMMARY

I'm a programmer and 3D enthusiast, always looking for news that the market offers to improve me and contribute with my ideas.

## PROFESSIONAL HISTORY

---

### HISTORY

#### Internship – Informal

##### **Signorelli International College - (Teresina - PI)**

March/2019 – July/2019

**Responsibilities:** I used the WordPress tool to update sessions of the college website, together with Photoshop I developed arts for the dissemination of media, projects and news thus helping the marketing sector of the company.

#### IT Technician – TCOL Distributor

##### **Teresina Comércio de Segurança LTDA - (Teresina - PI)**

January/2021 – November/2021

**Responsibilities:** Trained to be the technician responsible for the northeast when dealing with Hikvision's CCTV line, I support technicians and installers in the area of electronic security. Also assisting the company with general services in computer network and technology area.

#### Social Media

##### **Orama Brasil - (Jundiaí - SP)**

November/2021 – April/2022

**Responsibilities:** I worked producing content for product promotion and brand identity using Adobe Photoshop, along with that I used tools such as Facebook ADS for traffic control and SEO

## EDUCATION

---

### Middle school

#### **São Mateus Teaching Institute - Teresina, Piauí**

December 2018

### Higher education

#### **Systems Analysis and Development - FAM - São Paulo**

Start March 2022 – 2 term

### Technical Course

#### **Systems Development – IFPI - Teresina, Piauí**

Start: August 2018 – 2 terms

#### **Python Programming Course - Teresina, Piauí**

**Complementary**

Module 1 – 60 hours

**Lins/Lapesi Laboratory – IFPI - Teresina, Piauí****SKILLS AND****ABILITIES**

- 
- Flutter/React Native (Mobile Development/WEB)
  - Photoshop (Design/Image Manipulation)
  - Godot/Unity (Game development)
  - Blender/Spline (3D Modeling)
  - Adobe XD (UI Prototyping)
- 
- Clear communication
  - Easy adaptation
  - Teamwork