Eduardo Silva

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SUMMARY

Innovative Software Engineer with a Bachelor's in Computer Science and hands-on experience in AI, game development, and full-stack engineering. Proven expertise in developing interactive games, scalable chatbots, and advanced rendering engines. Adept at leveraging modern technologies (Typescript, C++, Unity, Vulkan) to deliver high-quality solutions. Passionate about creative problem-solving and continuous learning.

EDUCATION

FEUP – University of Porto   Porto, Portugal
Bachelor of Computer Science   *Sept. 2020 – July 2023*

CERTIFICATIONS

Microsoft Certified: Azure AI Fundamentals   June 19, 2024
Credential ID: F9A01EFC7532F527   *Certification Number: F7EE9D-AE45DG*

- Describe Artificial Intelligence workloads and considerations
- Describe fundamental principles of machine learning on Azure
- Describe features of computer vision workloads on Azure
- Describe features of Natural Language Processing (NLP) workloads on Azure
- Describe features of generative AI workloads on Azure

EXPERIENCE

MieterEngel   Berlin – Remote
Full-Stack Software Engineer   *May 2025 – Present*

- Develop and maintain core features of MieterEngel's digital tenant-protection platform used by 30,000+ members across Germany.
- Implement responsive user interfaces with React, improving usability and customer experience.
- Build and extend backend services in TypeScript, integrating business logic with a PostgreSQL database.
- Deploy and monitor applications on AWS, ensuring scalability, reliability, and security of the platform.
- Collaborate in an agile team using Bitbucket for version control and CI/CD pipelines.

ARMIS GROUP   Remote
AI Software Engineer   *July 2023 – May 2025*

- Developed chatbots in Typescript and Python leveraging large language models, enhancing user engagement and support efficiency.
- Built neural networks for transaction classification in international banking systems.
- Utilized the Azure ecosystem to deploy scalable AI services and web applications.

ARMIS GROUP   Oporto, Portugal
Internship Student   *Feb 2023 – July 2023*

- Assisted in developing AI-driven web forms, contributing to a measurable increase in user efficiency.
- Gained extensive training in UML documentation and agile methodologies.
- Collaborated with cross-functional teams to refine product features and streamline workflows.

PROJECTS

Egg Retrieval Game | *WebGL, Shaders, JavaScript*   [2023]

- Designed and developed an interactive game featuring a bird retrieving eggs, focusing on engaging visual effects.
- Implemented custom shaders and smooth animations, creating an immersive graphical experience.

Car Racing Game | *ThreeJS, JavaScript*   [2024]

- Created a dynamic racing game with a particle system and interactive power-ups, emphasizing real-time performance.

Graphics Engine | *ThreeJS, JavaScript* [2024]
- Implemented a graphics engine using Three.js featuring bump map textures (bullet holes) and video textures for tutorials.
- Enabled a wireframe view and implemented buffer geometry with color gradients.
- Integrated custom cameras controllable via a GUI in a shooting range scene with targets, a shooting stand, and bullet hole marks.

Turbo Soccer - Rocket League Clone | *Unity, C#* [2024]
- Developed a Rocket League–inspired game featuring customizable obstacles and engaging gameplay mechanics.

Raytracing Engine | *C++, Vulkan* [2023]
- Engineered a raytracing engine with an integrated denoiser and support for emissive materials, demonstrating advanced rendering techniques.

FEP Chatbot | *Typescript, Python, Node.js* [2024]
- Developed the first Portuguese college chatbot to assist students with study-related queries, serving thousands of users.
- Managed backend services, performed data analysis, and executed knowledge mining to continuously improve performance.
- Architected a scalable system ensuring reliability during high-traffic periods.

TECHNICAL SKILLS

Languages: Typescript, C, C++, C#, Python
Frameworks/Tools: Bash, Wireshark, Git, Unity, Vulkan, WebGL, ThreeJS, Node.js, React, Azure

ADDITIONAL SKILLS

Soft Skills: Teamwork, Problem-solving, Time management, Leadership, Attention to detail, Work ethic
Languages: Portuguese (Native), English (Fluent), Spanish (Intermediate), German (Basic)