

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

Bachelor of Computer Science

Porto, Portugal

Sept. 2020 – July 2023

EXPERIENCE

ARMIS GROUP

AI Software Engineer

Remote

July 2023 – Present

- 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

Internship Student

Oporto, Portugal

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)