



DIOGO SILVA

SOFTWARE ENGINEER

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PROFILE

Master's student of "Engenharia Informática e de Computadores" at Instituto Superior Técnico (University of Lisbon).

With a thorough belief in continuous learning and the benefits of being an all-around sociable and reachable person, I aspire to contribute to a favorable and fulfilling work environment that benefits both the workflow and the team's synergy.

EDUCATION

Masters in Software Engineering (Games & I.S.)

"Mestrado em Engenharia Informática e de Computadores"

Specialization in Games & Intelligent Systems

Instituto Superior Técnico (University of Lisbon) | 2020-2022

Bachelor in Software Engineering

"Licenciatura em Engenharia Informática"

Aveiro's University | 2017-2020 | Grade Avg.: 180/200

SKILLS

- Python
- Java
- C/C++
- C#
- OOP
- Design Patterns
- Unity
- Council of Europe Level C2 of English
- SCRUM & Other AGILE Practices
- Software Development Life Cycle
- Public Speaking

ASSOCIATIONS

IEETA Researcher

"Undergraduate Student Researcher @ IEETA" | 2020

Member of Laboratório de Jogos

Games Laboratory @ Instituto Superior Técnico | 2020

Member of AETTUA's Board of Directors

"Vogal da Direção" | 2019-2020

AWARDS

ThinkTwice 2020 Winner

First place on Aveiro's ThinkTwice Hackathon | March 2020

Certificate In Advanced English

Scored 205/210 on Cambridge's CAE | November 2016

Rotary Club's Merit Recognition

Scholar Merit Recognition by Espinho's Rotary Club | May 2018