



# Hugo Filipe Silva

**Nationality:** Portuguese **Date of birth:** 31/01/1985 **Gender:** Male

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**Home:** Manchester (United Kingdom)

## WORK EXPERIENCE

### Lead UI Engineer

**Spliced Inc** [ 10/2023 – Current ]

**City:** Manchester | **Country:** United Kingdom

Working on an unannounced 3rd person action game, in which I was leading the UI Team. My main responsibilities were to define and implement development procedures for the UI team, create the basic UI system for the game, develop and maintain multiple UI features, and manage/mentor a small UI team with 2 other programmers. I had to break down tasks and estimate them, collaborate with other departments, research about UX and accessibility, and create tools needed by other departments in order to manage content for the features.

**Technologies:** C++, AngelScript, Unreal Engine 5, Jira and Perforce.

### Lead UI Programmer

**PlayStation Studios - Firesprite** [ 04/2022 – 10/2023 ]

**City:** Liverpool | **Country:** United Kingdom | **Website:** [www.firesprite.com/](http://www.firesprite.com/)

Working on an unannounced multiplayer action game, based on a famous first party PlayStation IP, in which I was leading the UI Team. My main responsibilities were to plan and implement the core UI system not only for the project but for the company, develop and maintain multiple UI features, and manage/mentor a small UI team with 2 other programmers. I had to break down tasks and estimate them, collaborate with other departments, research about UX and accessibility, and create tools needed by other departments in order to manage content for the features.

**Technologies:** C++, Unreal Engine 5, Jira and Perforce.

### Senior UI Programmer

**Splash Damage** [ 03/2021 – 04/2022 ]

**City:** Manchester | **Country:** United Kingdom | **Website:** [www.splashdamage.com/](http://www.splashdamage.com/)

Working on an unannounced turn-based tactics game, continuing the legacy from the critically acclaimed Gears Tactics, was part of the UI Team. My main responsibilities were to develop and maintain multiple UI features like in game menus and accessibility features. I had to break down tasks and estimate them, collaborate with other departments, research about UX and accessibility, and create tools needed by other departments in order to manage content for the features.

**Technologies:** C++, Unreal Engine 4, Jira and Perforce.

### Senior UI Programmer

**Cloud Imperium Games** [ 09/2017 – 03/2021 ]

**City:** Manchester | **Country:** United Kingdom | **Website:** [www.cloudimperiumgames.com/](http://www.cloudimperiumgames.com/)

Worked on Star Citizen from patch 3.0 till patch 3.13, and the single player game Squadron 42, I was part of the UI Team and the Vehicle Team. My main responsibilities were to develop and maintain multiple UI features like the character customizer, in game menus, head up displays and other game object identifiers, in game shops as well as offering support to teams in Frankfurt, Austin and Los Angeles. I had to break down tasks and estimate them, collaborate with other departments, and create tools needed by other departments in order to manage content for the features.

**Technologies:** C++, ActionScript, Lumberyard (CryEngine), Jira and Perforce.

## Senior Frontend Developer

**Zaptic** [ 10/2015 – 09/2017 ]

City: Manchester | Country: United Kingdom | Website: [www.zaptic.com](http://www.zaptic.com)

Worked on the mobile application Zaptic, I oversaw the mobile app team. My main responsibilities were to refactor and convert the old code base to a modern WebApp stack, create the unit and visual tests process for all new features and create the build and release pipelines system for automatic releases. I had to break down tasks and estimate them, research and develop upcoming technologies, I had to collaborate with back end and web portal developers, and work with design to create design guidelines.

**Technologies:** Typescript, ES6, ReactJS, SASS (CSS3), HTML5, Cordova, Selenium, Mocha, GIT, NPM, Webpack, Gulp.

## Software Engineer

**front.end & Boundi UK** [ 03/2014 – 10/2015 ]

City: Vila Nova de Gaia | Country: Portugal | Website: [www.frontend.pt](http://www.frontend.pt)

**Responsibilities:** Application planning, implementation and testing : Database design and maintenance : Frontend application development : Backend application development

**Technologies:** Laravel (PHP), MySQL, JavaScript (jQuery) , HTML5, AngularJS 1.X, SASS (CSS3), Mocha, GIT, NPM.

## Software Engineer

**Pragmasoft & Armis** [ 03/2013 – 03/2014 ]

City: Porto | Country: Portugal | Website: [www.armis.pt](http://www.armis.pt)

**Responsibilities:** Application planning, implementation and testing : Database design and maintenance : Frontend application development : Backend application development : CMS development

**Technologies:** C#, ASP.NET, SQL Server, JavaScript (jQuery), CSS3, GIT, NuGet.

## Software Engineer

**Logibérica - Sistemas de Informação, Lda** [ 04/2010 – 04/2012 ]

City: Maia | Country: Portugal | Website: [www.logiberica.pt](http://www.logiberica.pt)

**Responsibilities:** Application planning, implementation and testing : Database design and maintenance : Frontend application development : Backend application development : CMS development

**Technologies:** Adobe Flex 3 and 4, ActionScript3, PHP, C# and PostgreSQL.

## Junior Developer

**Rumos S. A.** [ 10/2009 – 03/2010 ]

City: Porto | Country: Portugal | Website: [www.rumos.pt](http://www.rumos.pt)

**Responsibilities:** Server configuration and management : IT Support and Helpdesk : CMS development : Database design and maintenance

**Technologies:** VB.net and SQL Server.

## EDUCATION AND TRAINING

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### Master in Computer Engineering

**Instituto Superior de Engenharia do Porto** [ 2013 – 2014 ]

City: Porto | Country: Portugal | Level in EQF: EQF level 7

Area of expertise in graphics and multimedia systems that examines the processes of design, development and application of advanced interactive and multimedia graphics systems. *(I did not complete my Masters)*

### Degree in Computer Engineering

**Instituto Superior de Engenharia do Porto** [ 2004 – 2013 ]

City: Porto | Country: Portugal | Level in EQF: EQF level 6

Software Engineering, Project Management, Critical Systems, Mobile Computing, Algorithms and Data Structures, Artificial Intelligence, Information Systems and Databases.

## LANGUAGE SKILLS

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**Mother tongue(s):** Portuguese

**Other language(s):**

**English**

**LISTENING C2 READING C2 WRITING C2**

**SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2**

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## PERSONAL SKILLS

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### Communication Skills

Team spirit combined with good writing skills, communication and presentation. Skills acquired in the course of several academic and professional projects.

### Organisational / managerial Skills

Good sense of organization and management of projects and teams, acquired in projects from both academic and professional backgrounds. Good capacity for time management and meeting deadlines, proven in projects throughout my career.

### Job-related Skills

Game Development : UE4, Lumberyard (CryEngine), C++, Scaleform, Unity3D, C# and Ogre3D

Web Development : Typescript, ES6, .NET, HTML5, CSS3, jQuery and ActionScript3

Database Technologies : MySQL, SQL Server, PostgreSQL and SQLite

Mobile Development : Cordova, Android SDK (Java) and NDK (C++)

### Digital Skills

Experience in Windows, MacOS and Linux development environments

IDE Platforms: Rider, Visual Studio, NetBeans, Eclipse, IntelliJ and Atom

Excellent command on the Microsoft Office tools

Excellent command of the tools of Adobe Photoshop, Flash and Gimp

Proficient user in Blender 3D modulation tool

### Hobbies and interests

I'm a sports enthusiast and I have been a baseball player since 1997, I retired in 2015 but continue linked to the sport by teaching the youth team of the Manchester Baseball Club.

### Projects

For more information on the projects I've been involved with, please check my personal website [www.hugofsilva.com](http://www.hugofsilva.com) or [www.linkedin.com/in/hugofsilva](https://www.linkedin.com/in/hugofsilva). I also co-founded a small indie video game studio called RockSlide Studios ([www.rockslidestudios.co.uk](http://www.rockslidestudios.co.uk))