

Manuel Silva

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EXPERIENCE



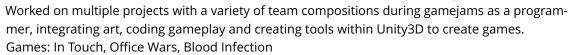
INFORMATICS TEACHER, Médicos do Mundo

Dec 2017 - Today

Volunteer helping to improve accessibility and knowledge of computer and technological information basics to elderly people through weekly classes.

GAMEJAMS, Global Game Jam 16/17, Collide Game Jam, etc...

Sep 2014 - Feb 2017





MISPLAY(), Interactive Media Jam

Feb 2018

Programmed interactive visuals with the use of Unity3D, shaders, physics and rgbd information for an artistic installation using the kinect with the help of a 3D Artist and a Sound Engineer.

PYGAME CHALLENGE, Circumference

2016

Designed and programmed with a colleague an arcade game called Circumference in Python using the Pygame library that won 3rd place in a contest hosted in Instituto Superior Técnico.

ACADEMIC PROJECTS



BLISS, Realtime cloud simulation and volume rendering with volumetric lighting

2018

Project done for the course "Computer Graphics for Games" C++, OpenGL & GLSL, threads, papers implementation.



CHRONOTOPIA, Puzzle Combat Adventure Game

2018

Project done for the course "Game Design" developed in Unity3D where I implemented in-editor tools to help my colleagues quickly design and prototype levels and puzzles.

EDUCATION



MSC. IN INFORMATION SYSTEMS AND COMPUTER ENGINEERING

Sep 2017 - Today

Instituto Superior Técnico



BSC. IN INFORMATION SYSTEMS AND COMPUTER ENGINEERING

2013 - 2017

Instituto Superior Técnico

SKILLS

- C++
- C
- Python
- C#
- € Unity3D **GNU Linux** A
- **OpenGL** OpenGL & GLSL
- Shadron

- **HTML**
- JavaScript
- CSS
- threejs

Portuguese Native Speaker **English Professional Proficiency**