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
Worked on multiple projects with a variety of team compositions during gamejams as a programmer, integrating art, coding gameplay and creating tools within Unity3D to create games.
Games: In Touch, Office Wars, Blood Infection

MISPLAY() , *Interactive Media Jam*   Feb 2018
Programmed interactive visuals with the use of physical based AI flocking concepts, shaders and *rgbd* information for an artistic installation using the kinect with the help of a 3D Artist and a Sound Engineer.

ACADEMIC PROJECTS

BLISS, *Realtime cloud simulation and volume rendering with volumetric lighting*   2018
Project done for the course "Computer Graphics for Games"
Building on the foundation of a previously developed OpenGL engine implemented a scientific paper on cloud simulation and rendering using threads, cellular automata and volume rendering techniques.

CHRONOTOPIA, *2D Puzzle Combat Adventure Game*   2018
Project done for the course "Game Design" developed in Unity3D
Implemented several gameplay features and in-editor tools to help my colleagues quickly design and prototype levels and puzzles by creating scripts to automate repetitive behaviours and setting up a comprehensive 2D map editor to cut down development time.

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#
- C
- Python
- HTML
- JavaScript
- CSS
- threejs

- Unity3D
- GNU Linux
- OpenGL & GLSL
- Shadron
- GitHub
- Portuguese Native Speaker
- English Professional Proficiency