



# Manuel Silva

manuelsilva.github.io

manuelnevesdasilva@gmail.com

www.linkedin.com/in/manuel-silva-4b225a71

## 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 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#
- C
- Python

- HTML
- JavaScript
- CSS
- three.js



Unity3D



GNU Linux



OpenGL & GLSL



Shadron



Portuguese Native Speaker



English Professional Proficiency