



Tomás Silva

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📺 **YouTube:** <https://www.youtube.com/channel/UC7RJ8-GXc-Yp6YMWj5AG87A>

Gender: Male **Date of birth:** 04/08/2000 **Nationality:** Portuguese

ABOUT ME

I am a Bachelor's student in Computer Science with a course in IT Systems Management and Programming Technician. I am passionate about Computer Graphics, Artificial Intelligence and Algorithms. I have already competed in 3 programming competitions respectively, the National Computer Olympiad organized by FCUP (Faculty of Sciences of the University of Porto).

WORK EXPERIENCE

[11/15/2021 – Current] **Software Developer**

Univeristy of Trás-os-Montes e Alto Douro <https://www.utad.pt/>

City: Vila Real

Country: Portugal

Name of unit or department: Scholarship in Centro de Competências de Visualização de Computação Avançada

Business or sector: Professional, scientific and technical activities

Main activities and responsibilities:
Unity Developer

[02/12/2018 – 06/20/2018] **Software Developer**

Grandes Planos

City: Santo Tirso

Country: Portugal

Main activities and responsibilities:
Curricular Internship

EDUCATION AND TRAINING

[09/20/2019 – Current] **Computer Science Bachelor**

Universidade Trás-os-Montes e Alto Douro <https://www.utad.pt/>

Address: Vila Real, Portugal

Field(s) of study: Engineering, manufacturing and construction

Level in EQF: EQF level 6

Type of credits: ECTS **Number of credits:** 180

Main subject / occupational skills covered:
C/C++, C#, Assembly, JavaScript, Bash and Python;

T-SQL;
Power BI;
Three.js and Web .NET MVC;
WPF;

[09/20/2015 – 08/07/2018] **IT Systems Management and Programming Technician**

OFICINA - Escola profissional do INA <https://www.oficina.pt/>

Address: Santo Tirso, Portugal

Final grade: 16.2 **Level in EQF:** EQF level 4

Main subject / occupational skills covered:

C++; PHP; JavaScript; Ajax; Hardware; MySQL;

Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games

GameDev <https://www.gamedev.tv/>

Field(s) of study: Game Development , Unreal Engine 5

<https://www.udemy.com/course/unrealcourse/>

Main subject / occupational skills covered:

Get familiar with Unreal Engine 5 layout;

Make 5 games in UE5;

LANGUAGE SKILLS

Mother tongue(s): Portuguese

Other language(s):

English

LISTENING B1 **READING** B2 **WRITING** B1

SPOKEN PRODUCTION B1 **SPOKEN INTERACTION** B1

COMPETITIONS

[04/06/2016 – 04/07/2016] **National Informatics Olympiads**

Competition organized by FCUP - Faculty of Sciences of the University of Porto

[03/27/2017 – 04/06/2017] **National Informatics Olympiads**

Competition organized by FCUP - Faculty of Sciences of the University of Porto

[04/06/2018 – 04/07/2018] **National Informatics Olympiads**

Competition organized by FCUP - Faculty of Sciences of the University of Porto