

Hernandez Cardoso Silva

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About me: Researcher at ITI-LARSyS with a degree in Computer Science. Former military at Portuguese Army. I consider myself a curious, resilient and empathetic person, with an unsual set of soft-skills aquired throughout my work/study background.

WORK EXPERIENCE

01/07/2020 - CURRENT - Funchal, Portugal

FIRST STAGE RESEARCHER (R1) - Interactive Technologies Institute - LARSyS

Currently developing in Unity under the INTERTAGUA project (http://intertagua.eu) whose main objectives are:

- Research, develop and test low-cost IoT based sensors;
- Place those sensors in marine megafauna and vessels in the Macaronesian domain;
- Involve citizen, promoting innovative maritime services and ecotourism.

Main responsabilities:

- Research and develop interactive experiences (e.g. mobile XR, Location-aware narratives, ...) that promote awareness of the marine ecosystem;
- · Among others, work with: Unity game engine, ARCore SDK, C# Scripting.

21/02/2014 - 21/02/2020 - Lisbon, Portugal

SOLDIER, HEALTH SERVICES STAFF – Portuguese Army

I worked as a health technician at Colégio Militar where, together with a multidisciplinary team (Physician, Nurse, Psychologist) we assisted its students and personnel.

Main responsabilities: first-aid care, clinical process management, registration of daily clinical care.

11/2009 - 05/2010 - Porto, Portugal

SHOP ASSISTANT – Springfield - Bizarro & Milho S.A.

Main responsabilities: Customer service, Store maintenance, Warehouse management

10/2008 - 07/2009 - Porto, Portugal

RESEARCH GRANT (CIIMAR/C2008/BII/01-25) – Centro Interdisciplinar de Investigação Marinha e Ambiental

Subject: Otoliths as chronological markers of aquatic heavy metal pollution.

Main responsabilities: Maintenance of marine species (European eel, Anguilla anguilla), extraction, polishing and conditioning of otoliths for lab analysis.

EDUCATION AND TRAINING

09/2015 - 07/2019 - Lisbon, Portugal

COMPUTER SCIENCE, LICENTIATE DEGREE - ISCTE - Instituto Universitário de Lisboa

Computational Systems and Architecture; Operating Systems; Algorithms and Data Structure; Programming Paradigms (functional, imperative, object-oriented); Language Processing; Concurrent and Distributed Programming; Network Programming; Computer Networks and Communication; Software Engineering; Math (calculus, logic, algebra); Physics; Signal Theory

14 | EQF level 6

NURSING, LICENTIATE DEGREE ATTENDANCE - Escola Superior de Enfermagem do Porto

Anatomy, Physiology, Biochemistry, Pathology, Pharmacology, Disease Management, Healthy Aging, Prescription-based Intervention, Ethics

09/2007 - 07/2009 - Porto, Portugal

AQUATIC SCIENCES, LICENTIATE DEGREE ATTENDANCE – Instituto de Ciências Biomédicas Abel Salazar

Marine Biology, Aquatic Ecology, Aquaculture, Aquatic Resource Management, Environmental Management

LANGUAGE SKILLS

Mother tongue(s): PORTUGUESE

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	B2	B2	B2

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

DIGITAL SKILLS

Unity 2D/3D | C# in Unity | Google Arcore | SCRUM / Agile | Work management tools (Trello, Slack) | GIT (GitHub) | Java8 | Python3 | NoSQL (Redis, MongoDB) | SQL/MYSQL | HTML/CSS/JS/NodeJS | Basic React Redux | Microsoft word, Excel

ORGANISATIONAL SKILLS

Conflict Resolution, Teamwork

COMMUNICATION AND INTERPERSONAL SKILLS

Oratory, Empathy, Self-motivation

CONFERENCES AND SEMINARS

16/07/2018 - 20/07/2018 - Lisbon

Outsystems - Low-Code Software Development Summer School

COURSES

10/04/2020

Udemy - Complete 2020 Web Development Bootcamp

DRIVING LICENCE

Driving Licence: B