



eduardocsilva2000@gmail.com



+351 910597715



Porto, Portugal



eduardocsilva.github.io



linkedin.com/in/eduardo-csilva



github.com/eduardocsilva

## SOFT SKILLS

Communication

Leadership

Teamwork

Flexibility

Proactivity

Independence

Problem Solving

## LANGUAGES

Portuguese

Native or Bilingual Proficiency

English

Full Professional Proficiency

## INTERESTS

Programming

Technology

Artificial Intelligence

Machine Learning

Web Development

Reading

Music

Sports

# Eduardo Silva

## Informatics Engineering Student

An independent and self-motivated individual that just finished a Bachelor's Degree in Informatics Engineering at ISEP (average grade: 18 / 20), with a strong background in Software Engineering and Web Development, as well as Data Science and Machine Learning, aspiring to a professional career in Artificial Intelligence. Strong team spirit and creativity due to 9 years as a federated football player and 4 years of experience as a musician.

## EDUCATION

### Bachelor's Degree in Informatics Engineering

Instituto Superior de Engenharia do Porto

09/2018 - 07/2021

Final Average Grade: 18 / 20

Course Units

Software and Application Engineering

Data Science and Machine Learning

Advanced Algorithms and Data Structures

Linear Algebra and Computational Mathematics

### Sciences and Technologies - High School

Escola Secundária de Valongo

09/2015 - 07/2018

Final Average Grade: 19 / 20

## WORK EXPERIENCE

### Machine Learning Engineer (Intern)

E-goï

03/2021 - 07/2021

Matosinhos, Porto, Portugal

Achievements/Tasks

Developed a contact list cleaning system, supported by a ML model for e-mail deliverability classification

### Member of Informatics Department

Núcleo de Estudantes de Informática - ISEP

03/2021 - Present

Porto, Portugal

## PROJECTS

### Internship Project - Automatic Contact List Cleaning System (E-goï) (03/2021 - 07/2021)

Technologies Used: JavaScript, Angular.js, PHP, R, Python, Jupyter, FastAPI, Scikit-learn, MySQL, SQLite, etc. (Grade: 19 / 20)

### Laboratory and Project 5 - Public Transport Planning and Management App (09/2020 - 01/2021)

Technologies Used: Node.js, React/Redux, C#, .NET Core, SQL Server, MongoDB, UML, etc. (Grade: 19 / 20)

### Laboratory and Project 4 - Factory Floor Management Application (03/2020 - 07/2020)

Technologies Used: Java, C, JSON, XML, XSD, XSL, H2 SQL, UML (Grade: 19 / 20)

### Laboratory and Project 3 - Ride-Sharing Management Application (09/2019 - 01/2020)

Technologies Used: Java, JPA, Oracle SQL, UML (Grade: 19 / 20)

## CERTIFICATES

### Machine Learning - Stanford University (Coursera) (60 hours) (08/2020 - 11/2020)

Introduction to Machine Learning (Supervised and Unsupervised Learning), Data Mining and Statistical Pattern Recognition

## HARD SKILLS

Languages: Python, R, HTML, CSS, JavaScript/TypeScript, Java, C#, C, C++, Prolog

Frameworks & Libraries: Scikit-Learn, TensorFlow, Spark MLlib, FastAPI, SQLAlchemy, React.js

Databases: MongoDB, SQLite, MySQL, MariaDB, SQL Server, Oracle SQL, H2

Testing: Unit, Integration, API, End 2 End, Machine Learning Specific (e.g. K-Fold Cross Validation)

## OTHER SKILLS

### Musician (10/2017 - Present)

Guitarist for 3.5 years, Ballroom Dancer for 2 years and Drummer for 2 years

### Federated Football Player (08/2008 - 08/2017)

Goalkeeper for the clubs União Desportiva Valonguense (2008-2014) and União Desportiva Sousense (2014-2017)