Eduardo Silva
Informatics Engineering Student

An independent and self-motivated student finishing a Bachelor's Degree in Informatics Engineering at ISEP (current average grade: 17,8 / 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.

✉ eduardocsilva2000@gmail.com

📱 +351 910597715

📍 Porto, Portugal

🌐 eduardocsilva.github.io

in 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

EDUCATION

Bachelor's Degree in Informatics Engineering
Instituto Superior de Engenharia do Porto
09/2018 - Present   *Current Average Grade: 17,8 / 20*
Course Units
- □ Software and Application Engineering
- □ Advanced Algorithms and Data Structures
- □ Data Science and Machine Learning
- □ 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-goi
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-goi) (03/2021 - 07/2021)
Technologies Used: JavaScript, Angular.js, PHP, Zend, R, Python, Jupyter, FastAPI, Scikit-learn, SQLAlchemy, MySQL, SQLite, etc.

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)