Eduardo Silva
Informatics Engineering Student

An independent and self-motivated student pursuing a Bachelor's Degree in Informatics Engineering at Instituto Superior de Engenharia do Porto (current average grade: 17,8 / 20), with a strong background in Software Engineering and Web Development, as well as Data Structures and Algorithms. Strong team spirit and creativity due to the 9 years as a federated football player and 4 years of experience as a musician.

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📍 Porto, Portugal

🌐 eduardocsilva.github.io

🐙 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

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
- Systems Arquitecture and Administration
- 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

Drum Teacher
Academia Dó Ré Mi
09/2019 - Present   *Valongo, Porto*
Music and Dance Academy

PROJECTS

Laboratory and Project 5 - Public Transport Planning and Management Application (09/2020 - Present)
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)

Laboratory and Project 2 - Domestic Services Management Application (03/2019 - 07/2019)
Technologies Used: Java, JavaFX, UML (Grade: 17 / 20)

Laboratory and Project 1 - Social Network Analysis Application (09/2018 - 01/2019)
Technologies Used: Java (Grade: 16 / 20)

CERTIFICATES

Machine Learning - Stanford University (Coursera) (08/2020 - 11/2020)
Introduction to Machine Learning (Supervised and Unsupervised Learning), Data Mining and Statistical Pattern Recognition

HARD SKILLS

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

Frameworks: React, Redux, Express.js, .NET Core

Databases: MongoDB, SQL Server, Oracle SQL, H2

Testing: Unit, Integration, Smoke, API, End 2 End

OTHER SKILLS

Musician (10/2017 - Present)
Guitarist for 3 years, Ballroom Dancer for 2 years and Drummer for 1.5 years

Federated Football Player (08/2008 - 08/2017)
Goalkeeper for the clubs União Desportiva Valonguense (2008-2014) and União Desportiva Sousense (2014-2017)