Gustavo Rocha da Silva

Birth date: 26th May 1995
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EDUCATION

Faculty of Engineering of the University of Porto | Porto, Portugal | 2013 - 2018
BSc (3 years) + MSc (2 years) in Informatics and Computing Engineering
Current grade: 17.5/20

EXPERIENCE

Teaching Assistant | Faculty of Engineering of the University of Porto | Porto, Portugal | 2016
- Assisted the professors of the following courses, helping students by answering their questions and monitoring their progress:
  - Graphical Applications Laboratory (Oct - Dec) - focused in the development of practical works, namely in the areas of Computer Graphics and Interfaces, Logic Programming and Operating Systems.
  - Computer Graphics (Feb - Jun) - aims to transmit knowledge of concepts, techniques, algorithms, computer graphics technologies and architectures.

PROJECTS

- Racinix – racing game with procedural track generation, physics and multiplayer mode, developed in low level C for the Minix OS – github.com/gtugablue/LCOM-Racinix
- LPOOL – pool game constituted by a desktop server application in Java and an Android client that works as the remote controller – github.com/gtugablue/LPOOL
- MOD X – 2-player boardgame with its logic developed in Prolog and the 3D user interface in Javascript using WebGL – github.com/andrelago13/LAIG
- Associação Cuidadores – had the role of scrum master while developing a website, forum and mobile app for a non-profit organization – github.com/gtugablue/LDSO

PRESENTATIONS

- Participation in "Semana Profissão: Engenheiro" with the projects "Racinix" (Mar 2015) and "MOD X" (Mar 2016).
- Participation in "University of Porto's Science, Teaching and Innovation Display" with the projects "LPOOL" and "MOD X" (Mar 2016).
- Lectured an eight-hour C++ workshop (Oct 2016).

SKILLS

- Technologies/languages: C/C++, Java, HTML, PHP, CSS, SQL, Javascript, WebGL, Android, Prolog, Python
- Certificate in Advanced English (Cambridge).
- Comfortable with the use of common collaboration tools such as GitHub, Slack and Trello.

EXTRACURRICULAR

- Volunteered in the Operations Team of Web Summit 2016.
- Participated in multiple programming, engineering and creativity events such as:
  - ENEI (National Meeting of Students of Computer Science)
  - European BEST (Board of Engineering Students of Technology) Engineering Competition
  - BEST SciTech (2nd place)
  - Porto Summer of Code
  - Google HashCode (306th place – 4th best of Portugal)
- Member of NIAEFEUP (Jan 2016 – Present) – helped in events, workshops and currently responsible for a project that aims to automate the process of scheduling exams.
- Attended the full-day Tutorial "Programming GPUs with CUDA" organized by NVIDIA.
- Basketball player as a hobby and federated athlete between 2003 and 2013.