

Gustavo Rocha da Silva

Birth date: 26th May 1995
Travessa Santo Condestável, 109 Maia – Portugal
+351 913343632 | silva95gustavo@gmail.com

<http://gustavosilva.me>
<https://github.com/gtugablue>
<https://linkedin.com/in/gustavo-silva-b2b96353>

EDUCATION

Faculty of Engineering of the University of Porto | Porto, Portugal | 2013 - 2018

Master 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 teachers of the following courses, helping students by clarifying their doubts and monitoring their progress:
 - Graphical Applications Laboratory (Oct - Dec) - focused in the development of practical works, multidisciplinary as possible, 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.
- LPOOL – Pool game constituted by a desktop server application in Java and an Android client that works as the remote controller.
- MOD X – 2-player boardgame with its logic developed in Prolog and the 3D user interface in Javascript using WebGL.

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 and helped on an eight-hour C++ workshop (Oct 2016).

SKILLS

- Technologies/languages: C/C++, Java, HTML, PHP, CSS, SQL, Javascript, WebGL, Android.
- 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 at NIAEFEUP (Sep 2016 – Present).
- Recruit at NIAEFEUP (Jan 2016 – Sep 2016).
- Attended the Tutorial “Programming GPUs with CUDA” organized by NVIDIA.
- Basketball player as a hobby and federated athlete between 2003 and 2013.