

PROFILE



Lisbon, Portugal



imandresilva.github.io



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SKILLS

Languages

Python

Java

C#

C/C++

Technical Skills

Git

Docker, K8s

Redis

Grafana, Datadog

Prometheus

VR, AR

Computer Vision

3D Programming

Machine Learning

CI/CD

Frameworks & Libraries

Pytest, Pytest-xdist

MyPy, PyLint, Flake8, Sonar

Click

Asyncio

Unity

Django

Soft Skills

Agile

Scrum

Remote working

Lecturing

André Filipe Silva

Software Developer

EXPERIENCE

2021 - Present

Sensei | Software Engineer & Scrum Master

Developing autonomous and checkout-free stores for existing retail companies. Key responsibilities:

- Contributed to the development of a highly distributed message distribution framework called Tako;
- Implemented message queues on core system components enhancing failure recovery probability;
- Implemented load balancing systems;
- Stress and Reliability testing;
- Responsible for weekly Python programming workshops;
- Implemented Scrum for a team of 5, improving team functionality and efficiency.

2019 - 2020

Iscte | Assistant Lecturer

Taught Concurrent and Distributed Programming using Java. Key responsibilities:

- Taught practical lessons to over 100 students;
- Adapted the course to remote teaching and evaluation.

2018 - 2019

Proregatta | Software Engineer

Developed using the Django framework for the backend and the Google Maps API for the tracking frontend. Key responsibilities:

- Implemented the website permissions system;
- Implemented the website tracking visualiser;
- Updated and maintained the website theme.

PROJECTS

2020

"Astraeus 42" | Unity

Developed a game as a team in a fully remote environment. The game is a 2D story driven platformer based in an alien planet. It is available on itch.io.

2020

"Multi-agent Capture the Flag" | Unity

Agents trained to partake in a simple fetch quest and opponents to add challenge.

2019

"Peppered with Missiles!" | Unity

Developed with the goal of learning about the full process of game development. The game is available on the Play Store and is monetized using Unity Ads.

EDUCATION

2016 - 2021

B. Sc. & M. Sc. | Computer Science at ISCTE