MICHAEL D'SILVA

Fourth-year Software Engineering Student

Western University (UWO), Bachelor of Engineering Science Candidate (May 2021) mdsilva6@uwo.ca | linkedin.com/in/michaelddsilva | michaeldsilva.com | github.com/michaelddsilva/

SKILLS

- Experience with Object Orientated programming: C++, C#, Java
- Experience with the Waterfall and Agile (SCRUM) software development methodologies
- Proficient in Microsoft Office (Word, Excel, PowerPoint, and Outlook) and Google Suite (Docs, Sheets, and Slides)
- Front-end Developer: HTML, CSS, JavaScript, front-end frameworks (React, Vue.js, Angular)
- Back-end Developer: Node.js, Express, NoSQL (MongoDB, Firebase), .NET Core, SQL
- Unit Testing: xUnit, Moq
- Experience with Git and Jira

EXPERIENCE

CAAT PENSION PLAN, STUDENT (SOFTWARE DEVELOPMENT)

May-Aug 2020

- Worked in an Agile (SCRUM) team where I implemented functionalities according to business requirements while meeting sprint deadlines
- Implemented functionalities for a .NET Core server that interacts with a SQL database
- Created Unit Tests for applications with the xUnit framework and Moq
- Added fixes and enhancements to existing internal applications

TERANET, STUDENT (ENTERPRISE ARCHITECTURE TEAM)

May-Aug 2019

- Designed new SharePoint site for Architecture Team
- Redesigned Architectural process flows
- Automated processes using Microsoft Flow
- Completed evaluations of technologies

TERANET, STUDENT (ENTERPRISE ARCHITECTURE TEAM)

May-Aug 2018

- Conducted research and analysis for the Technology Architecture Group
- Attended Technology Architecture Group meetings
- Performed testing and evaluation of emerging, opensource, off-shelf and in-house applications
- Participated in Proof of Technology (POT) by creating manual for application(s) being tested

PROJECTS

Personal Website (MICHAELDSILVA.COM)

Personalized website designed using Vue.is framework

SPACE INVADERS INSPIRED GAME

- This "space invaders inspired game" was created in collaboration with two other software engineering students.
- The game's scripts were coded in C# and the assets and scenes were created in Unity.

BACK-END FOR MOBILE APPLICATION

- Designed a mobile application with three other engineering students
- Designed and implemented the server and DB logic for the server (Node.js, Express, MongoDB)

EXTRA-CURRICULAR & OTHER EXPERIENCE

Western AI, Project Manager

Oct 2019– April 2020

- Project Manager for AI project pertaining to medical imaging
- Worked with team to set deadlines and formulate checkpoints to achieve goal

WESTERN MANAGEMENT CLUB, MANAGEMENT CONSULTANT

Oct 2018-

- Worked in a team to provide pro bono consulting services for local businesses in London, Ont
- Followed a strict timeline to produce deliverables as per client specifications

April 2020