



# Paulo Silva

## Full Stack Web Developer

Dublin, Ireland

I am a Full Stack developer with a background in games and interactive media.  
I want to integrate a development team and work on cutting-edge applications that positively impact people's lives.

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## Projects

### Ipsium 365

Developing end-to-end Enterprise software for Facilities management and people scheduling with a web frontend. Integration with IoT devices.  
Angular.js, Django, Django REST Framework, Bootstrap, AWS Lambda

### Ipsium Mobile App

Mobile app for field workers with full offline mode for low coverage areas.  
React Native, ES6, Expo - Android & IOS

### Neighborhood Map

SPA using Knockout.js MVVM architecture, google maps API, Foursquare and Wikipedia.

### A Walk in the Dark

2D Platform game published on PC and Xbox 360

### Snake html5

Web remake of the classic game Snake.  
JavaScript and html5.

## Education

*Dec 2016*

**Full Stack Web Developer Nanodegree**  
Udacity

*Feb 2016*

**Web Developer Bootcamp with Rails**  
CodeManual

*Oct 2015*

**JavaScript, HTML/CSS Path**  
CodeSchool

*Aug 2015*

**CS50x Introduction to Computer Science**  
edX - HarvardX

*2005-2008*

**Multimedia Design**  
- Bachelor  
University of Beira Interior

*2003-2005*

**Software Engineering**  
- Bachelor  
University of Minho

## Languages

Portuguese  
*Native*

English  
*Fluent*

## Skills

### Programming languages

Javascript, Python, SQL, JSON, Html, CSS, C, C#

### Frameworks

Django, Angular.js, Flask, React Native, Bootstrap, aws lambda

### Other

Git/GitHub, jQuery, gulp, sass, AWS, AJAX, OOP, Photoshop, Unity 3D, Blender

## Work Experience

*Jan 2017 - Present*

**Software Developer**  
Civic Group

*Feb 2016 - Dec 2016*

**Web Developer**  
Freelance

*Jan - May 2015*

**Lighting Technical Director and Composer**  
Boulder Media

*Aug 2014 - Dec 2014*

**Lighting Technical Director**  
EGG Post Production

*Oct 2013 - Jan 2014*

**Modeler, Lighting TD, Composer**  
Illusive Studios

*January 2010 - October 2013*

**Co-Founder, Game Developer**  
Flying Turtle Software

*Jul 2009 - Aug 2011*

**3D Generalist**  
ZPX - Zona Paradoxal

*2008 - 2009*

**3D Animator**  
PMV design

## Presentations

### Javascript Objects and prototypal inheritance

Web Developers Ireland Meetup - May 2016

### Getting started with Gulp.js

Web Developers Ireland Meetup - January 2016