



# Paulo Silva

## Web Developer

📍 Dublin, Ireland

### Profile

I am a web developer with a background in visual and interactive media. My education is in software development and multimedia design. I have always had a passion for technology and development. It's my belief that technology can make life simpler and more enjoyable. And I want to make that happen. I am looking to integrate a development team and work on cutting-edge web applications that positively impact people's lives.

### Education

**Multimedia Design** | University of Beira Interior  
Bachelor 2005-2008

Web Development. Graphic Design. Usability and User Experience. Photography, Video and Audio creation and editing. 3D Animation.

**Software Engineering** | University of Minho  
Bachelor (unfinished) 2003-2005

Programming paradigms. Algorithms and Data Structures. Computer Architecture.

**Computer Software** | Alcanena Secondary School  
Secondary Education 2000-2003

Introduction to programming concepts. Programming in Pascal, C, Visual Basic and SQL.

### Experience

**Lighting Technical Director and Compositor** | Boulder Media  
January - May 2015

Worked on several TV projects for Disney XD and BBC. Developed tools to maintain consistency and automated repetitive tasks increasing productivity.

**Lighting Technical Director** | EGG Post Production  
August 2014 - November 2014

Worked on the lighting team of the feature film Ghost Hunters: On Icy Trails.

**Modeler, Lighting TD, Compositor** | Illusive Studios  
October 2013 - January 2014

Worked on several tv commercials.

**3D Generalist** | Freelance  
January 2012 - October 2013

Several projects, mainly for 3D realtime applications.

**Indie Game Developer** | Flying Turtle Software  
January 2010 - October 2013

Game Director for the game "A Walk in the dark", published on Steam. Game Designer and content creator for the mobile game Samarium Wars.

**3D Generalist** | ZPX - Zona Paradoxal  
July 2009 - August 2011

3D medical applications using Unity 3D. Gui design. Serious Games. IOS games and Apps.

**3D Animator** | PMV design  
2008 - 2009

Worked as an Animator on the 3D tv show "Gomby".

### Details

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🐙 github.com/paulocoding

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### Languages

Portuguese  
English

### Programming languages

html  
css  
sass  
javascript  
c  
c#  
ruby

### Tools / Frameworks

git  
gulp.js  
jQuery  
AngularJS  
Bootstrap  
Visual Studio Code  
Visual Studio 2010-2015  
Chrome Dev Tools  
Unity 3D  
Photoshop CS-CS6  
Maya, 3ds Max, Blender

### Systems

Linux (Ubuntu)  
Windows 98-10