



Paulo Silva

Front-end Web Developer

📍 Dublin, Ireland

Profile

I am a Front-end 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 have an excellent knowledge of javascript, html and css. 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.

Game Developer | Flying Turtle Software
January 2010 - October 2013

Co-Founder of Flying Turtle Software.
Game Director for the game "A Walk in the dark", published on Steam.
Game Designer and content creation 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
Atom
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