



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.

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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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