

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 web applications that positively impact people's lives.



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in www.linkedin.com/in/paulo-silva-65301613



www.paulosilva.me

Projects

Item Catalog

Web application in python/flask for managing an item catalog.

Neighborhood Map

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

Anabela Faria

Professional responsive website using Bootstrap, jquery and custom made gallery.

Asome Store

SPA in Angular.js for orders-stock management.

Snake html5

Clone of the classic game Snake. Custom made from scratch using JavaScript and html5.

Education

Full Stack Web Developer Nanodegree Udacity

Feb 2016

Web Developer Bootcamp with Rails

CodeManual

Oct 2015

JavaScript Language

CodeSchool

Sept 2015

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

Skills

Programming languages

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

Frameworks

Flask, Angular, Knockout.js, Bootstrap

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

Work Experience

Mar 2016 - Present

Web Developer

Freelance

Jan - Mav 2015

Lighting Technical Director and Compositor Boulder Media

Aug 2014 – Dec 2014

Lighting Technical Director

EGG Post Production

Oct 2013 – Jan 2014

Modeler, Lighting TD, Compositor

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

Languages

English Portuguese

Presentations

OOP in Javascript

Web Developers Ireland Meetup - May 2016

Gulp.js

Web Developers Ireland Meetup - January 2016