


Pedro Silva

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Education

Creative Computing & Artificial Intelligence (MSc.), IADE Creative University

Sep. 2021 — Mar. 2024  Lisbon, Portugal


Final Grade: 18/20

Games & Apps Development (BSc.), IADE Creative University

Sep. 2018 — Jun. 2021  Lisbon, Portugal

Final Grade: 17/20

Computer Game Applications Development (BSc.), Abertay University

Jan. 2021 — May 2021  Dundee, Scotland

Final Grade: 20/20

Skills

Programming Languages:

C#, C++, JS, Java, Python, SQL, HLSL, HTML, CSS, Kotlin, TS, Lua.

Software Engineering:

Throughout my academic journey, I've worked on many different areas of software development, like full-stack web, mobile, and Internet of Things applications, as well as deep learning libraries and video game development.

AI Research:

I have experience in various AI techniques, including classical algorithms, game AI, and deep learning models like deep reinforcement learning and neuroevolution.

For more information about my skills and the projects I've worked on, please visit my portfolio page at:

rorix14.github.io/Portfolio-Web-Page

Publications

Master's Thesis:

"An Evaluation of Deep Reinforcement Learning & Neuroevolution in Stealth Game Problems"

Final Grade: 19/20

<https://comum.rcaap.pt/handle/10400.26/52330>

Experience



IADE Creative University

Temporary Lecturer

 **Lisbon, Portugal**

Feb – Mar. 2022

I worked as a Temporary Lecturer at IADE Creative University, where during this time I was responsible for giving classes to students on "Web Development" in the Games Development BSc, and "Object Oriented Programming" in the Management IT BSc.

Languages

Portuguese



Native

English



Fluent (C2)