# Pedro Silva

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## Education

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

Final Grade: 18/20

Sep. 2021 — Mar. 2024          Lisbon, Portugal

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

Final Grade: 17/20

Sep. 2018 — Jun. 2021          Lisbon, Portugal

**Computer Game Applications Development** (BSc.), Abertay University

Final Grade: 20/20

Jan. 2021 — May 2021          Dundee, Scotland

## 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:

https://rorix14.github.io/Portfolio

## Publications

**Master's Thesis:**

"An Evaluation of Deep Reinforcement Learning & Neuroevolution in Stealth Game Problems"          Final Grade: 19/20

## Experience

**IADE Creative University**          **Lisbon, Portugal**
*Temporary Lecturer*          *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)