Silas Sequeira 22

Contacts

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Technical Skills

React	Mongodb
HTML	JavaScript
CSS	SQL
PHP	Adobe Apps
Figma	etc..

Soft Skills

Empathy   Fast Learner   Efficiency
Creativity   Independent thinker
Meeting deadlines   Autodidact
Motivating others   Taking initiative
Learning from failure   Flexibility
Accountability   Perseverance
Commitment to Excellence   Curiosity

Career Objective

Looking for an internship opportunity to apply and develop **design** and **frontend** skills in a professional environment.

Profile

Passionate and creative designer and developer with a **Bachelor's Degree in Design and Multimedia** and a strong foundation in **Visual Arts**. Skilled in **graphic design**, **web development**, and **multimedia production**, with a sharp eye for aesthetics and user experience. A fast learner with strong problem-solving skills, **fluent** in **Portuguese** and **English**, and an good communicator.

Beyond design and development, I am the frontman of the garage rock band "Bumps" and an avid enthusiast of art and technology. Passionate about video game development, digital illustration, film, and music, continuously exploring creative projects that bridge art and technology.

Education

Bachelor's Degree in Design and Multimedia

Department of Informatics Engineering - University of Coimbra

📅 out of 2021 - jan of 2025   📍 Coimbra, Portugal   Grade: 15

Secondary Education in Visual Arts

Secondary School Quinta das Flores

📅 set of 2018 - jan of 2021   📍 Coimbra, Portugal   Grade: 18

Experience & Projects

Visual Identity & Branding   📍 Coimbra, Portugal

Bumps (Personal Band Project)   📅 nov of 2021 - current

• Designed the visual identity for the band's first EP, including album cover, T-shirts, illustrations, motion graphics, videos, and photography.

• Created engaging Instagram posts to promote merchandise and music.

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Web Development (University Projects)

Art Rush Website

• Developed Art Rush, a dynamic Single Page Web Application for exploring, saving, and rating thousands of historic European artworks.

• Created a React-based front end using Vite, paired with a Node.js/Express backend and MongoDB for saving users, paintings and interactions in data storage, the paintings were fetched and served to the database from the Met Museum's public API.

• Created initially an interactive prototype using Figma, that was later used to create a responsive UI for desktop, tablet and mobile devices, and adopted modern layout conventions for better user experience, with customizable profile images based on the users favorite paintings.

⚛ ◆ JS HTML CSS Figma   Grade: 20