

# Silas Sequeira 22

### **Career Objective**

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

### **Profile**

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 problem-solving skills, **fluent** in **Portuguese** and **English**, and a 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.

#### **Contacts**

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#### **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

### **Technical Skills**

React Mongodb

HTML Js JavaScript

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Adobe Apps

Figma etc..

PHP PHP

## **Experience & Projects**

### Visual Identity & Branding ○ Coimbra, Portugal

Bumps (Personal Band Project) in 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.



### **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

### Web Development (University Projects)

#### **Art Rush Website**

- Art Rush is a dynamic Single Page Web Application for exploring, saving, and rating historic European artworks.
- Implemented the frontend using the React library, optimized using the Vite server, and for the backend, I built using a Node.js/Express server and MongoDB for the database system. Integrated the Met Museum's public API, fetching and storing all paintings in the database.
- Made an interactive Figma prototype and designed a fully responsive UI, optimized for desktop, tablet, and mobile, ensuring a seamless user experience considering modern design conventions.

