

TIAGO SILVA

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Portuguese & US Citizen

ABOUT ME

Goal: Develop new interactive and immersive learning experiences.

Occupation: Software Engineer

Focus: EdTech, Unity Development, Frontend and Mobile Development, Systems Integration, Data Visualisation.

WORK / RESEARCH EXPERIENCE

Tech Consultant at Deloitte Portugal (Lisbon, Portugal: Sep 2018 - Present)

Specialised in SAP Cloud Systems Integration and Full-Stack Development for Human Resources.

Mobile & Web Development Freelancer (Coimbra, Portugal: Nov 2017 - Mar 2018)

See Software Projects - iOS/Android Mobile App for Medical Conference; Interactive Data Tree for FinTech Startup

Web Development Intern at Inovasis (Aveiro, Portugal: Feb 2016 - Dec 2016)

See Software Projects - WebApp for Medical Data Analysis

Researcher in Computational Neuroscience at IMM Lisbon (Lisbon, Portugal: Apr 2012 - Oct 2013)

Used **Reinforcement Learning Algorithms** to mimic the reward pathways of **Habit Learning** in patients with Learning Disorders vs Controls. Awarded a **scholarship**.

International Volunteer Training and Management (Lisbon, Portugal: Nov 2009 - May 2012)

Co-responsible for volunteer training at GASTagus, an International Volunteering Organisation winner of the National Youth Volunteering Award in 2013. Over this timespan, 120 new international volunteers were trained. Helped supervise a summer camp for children in need in Cape Verde in August 2010.

EDUCATION

Agile Software Testing and Test Automation Courses (Online: Dec 2020)

Udemy Course: Foundations of Agile Software Testing ([link](#))

Test Automation University: Setting a Foundation for Successful Test Automation ([link](#))

Unity VR Development NanoDegree at Udacity (Online: Oct 2017 - Apr 2018; Dec 2018 - May 2019)

Online 3-Term course focused on VR Development & Design. First 2 Terms on Google Cardboard VR. Last term, the focus was on High Immersion VR. Developed a full project from scratch on HTC Vive.

See Software Projects - HTC Vive DarkLight VR Project; Udacity's Google Cardboard & HTC Vive VR Projects

Post-Grad in Software & Information Systems Engineering at IST Lisbon (Portugal: Mar - Aug 2018)

Top student (18 out of 20) on this intensive course to train Master graduates in Software Development & Information Systems, in cooperation with Deloitte Portugal. **Code** - Java, Python 3, SQL, AngularJS, NodeJS

Computer Science & Full-Stack Development Student at École 42 Paris (France: Nov 2014-Dec 2015)

Tuition and teacher-free computer science school centred around the ideas of peer learning, **project-based work** and self-motivation. More information on École 42: [link](#)

MA in Education Technology at Newcastle University (UK: Sep 2013 - Oct 2014)

Thesis: "What is the Relevance of Self-Organised Learning Environments [SOLEs] in Maths Education?", under the supervision of **Dr. Sugata Mitra** (TED Prize 2013) and Dr. James Stanfield. The first study to apply this methodology in Mathematics, with experiments in the UK and India. Obtained Master's with Distinction. Invited speaker on 'The Future of Sustainable Development Goals for Education' for the International Development Society Conference, February 2015 in Newcastle.

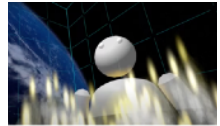
BSc in Biomedical Engineering at IST Lisbon (Portugal: Sep 2009 - Mar 2013)

Portugal's Top Engineering College and top 5 student of the class (16 out of 20).

Udacity's VR Capstone Project - HTC Vive DarkLight (VR: Feb 2019 - May 2019) - [Project](#)

A High Immersion VR experience about forgiving oneself and starting a path of consciousness. Learned 3DsMax and built the level design and characters. During the development stage, developed shaders, dialog, interaction, code and used speech recognition.

Tools: C# [coding], Unity [software], 3DsMax 2019 [Character & Level Design Software]



iOS / Android Mobile App for Medical Conference (Mobile: Dec 2017 - Mar 2018)

Mobile developer & designer of a cross-platform app for the Portuguese Annual Conference of Retina Studies. In collaboration with Inovasis, the goal of this project was to make the app reusable for future conferences, and to include a Real-time Quiz with Infographics.

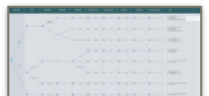
Tools: Xamarin, C# and SQL [coding]; Sketch [UI design]



Interactive Data Tree for FinTech Startup (Data Visualisation: Nov 2017 - Dec 2017) - [Demo](#)

Developed a data tree in d3 that allowed users from the financial sector to visualise compliance rules in an interactive map and add actions and/or attachments to each rule.

Tools: D3, Typescript, AngularJs v4, SCSS [coding]



Udacity's Google Cardboard & HTC Vive VR Projects (VR: Oct 2017 - Apr 2018) - [Projects](#)

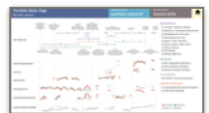
Tools: C# [coding]; Unity [software]



Personal Website in AngularJs (v4) (Frontend / Data Visualisation: May 2017 - Aug 2017) - [Project](#) / [Link](#)

Website to display all personal learning experiences since entering university (Sep 2009) until Aug 2017. Used infographics to display the projects made, their complexity and personal motivation.

Tools: AngularJs (v4), D3, Typescript, CSS, HTML [coding]; Inkscape [UI design]



WebApp for Medical Data Analysis (Data Visualisation / Frontend: Feb 2016 - Dec 2016)

Developed the front-end & designed Infographics for a medical data analysis Web App for a Portuguese ophthalmology research group (GER). The WebApp enabled doctors to check their patients' evolution status and obtain statistical and graphical analysis of selected clinical criteria in real time.

Tools: D3, jQuery, Javascript, C#, SQL, CSS, HTML [coding]; Webflow [UI design]



École 42 Paris Projects (Software Development Studies: Nov 2014 - Dec 2015) - [Projects](#)

Tools: C, C++, C#/Unity, PHP/HTML/CSS/Javascript [coding]

Biofeedback Game Group Project (IST - Instrumentation and Signal Acquisition: Oct 2012 - Jan 2013)

Team leader of a 9-person group & lead game developer of a tetris game for children with anxiety disorders, in which the game's speed would increase according to the user's heart-rate.

Tools: MatLab [coding]



SKILLS

Coding: More experienced - Javascript/Typescript, SAP Fiori, D3, HTML, CSS; Groovy; C# in .NET, Unity
 Experienced - Java, AngularJs (v4), MatLab
 Some experience - SQL, C, Python 3.0, Wolfram Mathematica, jQuery, THREE.js, C++, Xamarin

Software/tools: intermediate - Vim, Git, Ableton Live, 3Ds Max 2019 | basic - Sketch, Photoshop, Webflow

Languages: Portuguese (native), English (superior), Spanish (intermediate), French (basic)

Event organiser: One of Wearhacks & MLH Hackathon Paris 2015 organisers. Main Organiser in GSusJam in 2013, Newcastle, to design environmentally sustainable solutions in 48 hours.

Interests: Music - playing guitar, singing, composing. Having fun with my 3 siblings.
 Reading, mostly Sci-Fi & Fiction. Travelling. Horse Riding. Rock climbing. Bootcamp. Reiki Meditation.