Tiago Silva
SOFTWARE ENGINEER

XR & Education Enthusiast. Passionate about developing and working new ways for people to interact with information systems and allow them to find joy in creating and understanding things. Multidisciplinary and eager to learn by heart, I strives to welcome every moment as a learning experience and do the best job I can with the team and for the team.

CONTACT

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PROFESSIONAL DEVELOPMENT

Advanced VR MasterClass: Hand Interactions Course
XR Bootcamp (2021)
Build state-of-the-art hand tracking Interactions for Oculus Quest 2 in Unity/C# (videos|link)

Unity VR Dev NanoDegree
Udacity (12m from 2017-2019)
Build & design VR experiences, with project from scratch for HTC Vive in Unity, C# & 3DsMax (link)

EDUCATION

Post-Graduation on Software Eng
IST Lisbon (Mar – Sep 2018)
GPA: 18/20 (Top student)

COMPUTER SCIENCE Studies
École 42 Paris (Sep 2014 – 2015)
Level 9/21

MA EDUCATION Technology
Newcastle University (2013 – 2014)
Distinct Master Thesis, *under*
TED Prize 2013 Prof. Sugata MItra

BSc Biomedical Engineering
IST Lisbon (2009 – 2013)
GPA: 16/20 (Top 5 student)

INTERESTS

Songwriting, Sci-Fi books, Basketball Rock climbing, Reiki Meditation

WORK EXPERIENCE

SENIOR CONSULTANT @ **Deloitte Portugal**   Sep 2018 – Present

- As of April 2023, working as a XR Developer to create virtual worlds in Unity, C# and Blender. For this, supported management to build a Metaverse & XR Development branch in Portugal.
- Until then, lead developer on Cloud Systems Integration and Full-Stack Development with SAP Systems for 16 clients in 7 countries. Used Groovy, Java, SAP UI5, Git & ABAP to connect cloud and on-premise systems over multiple protocols (REST API, Odata, SOAP, RFC, IDOC, SFTP)
- Over the last 2 years, led and managed over 4 consultants on Systems Integration projects with clients.

MOBILE & WEB DEVELOPER as **Freelancer**   2016 – 2018

- Developed Full-Stack an iOS/Android Mobile App for Medical Conferences in C# .NET, Xamarin
- Developed an Interactive Data Tree for a FinTech Startup with NodeJS, AngularJS 4, D3.js (demo)
- Developed Full-Stack a WebApp for Medical Data Analysis using C# .NET, jQuery. Designed and developed infographics in D3.js.

NEUROSCIENCE RESEARCHER @ **IMM Lisbon**   2012 – 2013

- Used Reinforcement Learning Algorithms in MatLab to mimic Habit Learning reward pathways in patients with Learning Disorders.

INTERNATIONAL VOLUNTEER TRAINER @ **GASTagus**   2009 – 2012

- Co-responsible for training over 120 new international volunteers. Helped supervise a summer camp for children in need in Cape Verde (August 2010). GASTagus won a national award in 2013.

ACHIEVEMENTS

- Invited speaker for conference in Newcastle on Ed Tech (2015)
- 1-year Scholarship for research on Neuroscience (2012-2013)
- Led team of 9 to develop a biofeedback game @ IST (2012)

SKILLS

Programming:
(+)   Groovy, Java, C#, Javascript/Typescript, D3, HTML, CSS
(+/-)   Python, SQL, C, AngularJs (v4), jQuery, MatLab
(-)   Node.js, Xamarin

Software Tools: Unity, Git, VS Code, Android Studio, Ableton Live, 3DSMax

Languages: Portuguese (native); English (superior); Spanish & French (basic)