Pedro **Silva**

Student · Informatics and Computing Engineering

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Education

FEUP (Faculdade de Engenharia da Universidade do Porto) ↗   *Sep. 2023 - Expected Jul. 2025*

MASTER IN INFORMATICS AND COMPUTING ENGINEERING   *Porto, Portugal*

FEUP (Faculdade de Engenharia da Universidade do Porto) ↗   *Sep. 2020 - Jul. 2023*

BACHELOR IN INFORMATICS AND COMPUTING ENGINEERING   *Porto, Portugal*

Experience

NIAEFEUP - Informatics Student Branch ↗   *Dec. 2021 - Present*

MEMBER   *Porto, Portugal*

- Opportunity to develop **software** for the **student community**, while also **organizing** and **participating** in **events** and **workshops**, namely job fairs for the entire course, such as **Semana de Informática (SINF)** ↗ .
- Participated in the development of SINF's **website**, using **Laravel Jetstream + Inertia.js** with **Vue**. The 2023 edition's website is built **from the ground up** by a considerably small team of developers.
- I have also contributed to a **brand new website** for the Informatics Student Branch, using **SvelteKit** in the frontend and **Kotlin**/**Spring Boot** in the backend.

Favorite projects

Personal website ↗   *Dec. 2023 - Present*

PERSONAL PROJECT

- A website made using mainly **SvelteKit** and **Tailwind CSS**, with the inclusion of 3D models and interactions thanks to **Threlte**.
- Serves as my own **corner** in the internet, where I share **more information** about me, some **projects** I have built and showcase small **interactive demos** I create whenever I'm in the mood.

Bot of Greed ↗   *Sep. 2022 - Present*

PERSONAL PROJECT

- A Discord **bot** which displays information about cards from the **"Yu-Gi-Oh!"** trading card game, using **Python** and the **Disnake** API wrapper for Discord.
- Boasting an extensive **search feature** and **mini-games**, this project was made out of interest in **exploring** the Discord API, and the **drive** to create something **useful** and **enjoyable** for fans of the game.

Flying Creature Scene ↗   *Apr. 2023 - May 2023*

COURSE UNIT PROJECT

- This **interactive 3D scene** was made using **JavaScript**, **WebGL** and the **WebCGF** library.
- An introduction to the world of **computer graphics**, the project showcases a controllable **flying creature** in a hilly environment, with **eggs** scattered around the area that can be **grabbed** and **thrown** into a **nest**.

Qawale in Prolog ↗   *Dec. 2022 - Jan. 2023*

COURSE UNIT PROJECT

- A **terminal-based** program that emulates the board game **Qawale** ↗ , implemented in **Prolog.**
- It offers **three** different **gamemodes**: Player vs Player, Player vs Computer (of two distinct difficulty levels) and Computer vs Computer.

Skills

Programming	HTML5, CSS, JavaScript, PHP, SQL, Python, Java, Prolog
Frameworks and Libraries	SvelteKit, Vue, Laravel, Laravel Jetstream, Tailwind CSS, Django, Three.js, Threlte
Other tools	Node.js, Git, GitHub, Docker, Docker Compose, Storybook
Languages	Portuguese, English (Cambridge C2 Proficiency)