



My name is Diogo Silva, as a software engineer I always like to write clean and good code. I love to solve problems and I constantly try to improve myself by learning new things and accept new challenges. I consider working in a team environment is always an enriching experience and I can easily adapt to new environments. I have special interest in the areas of web and mobile development and software engineering.

Skills

Experience in:

Java, C/C++, Android SDK, HTML, CSS, Javascript, Ruby, Ruby on Rails, Git, Algorithms and Data Structures

Knowledge of:

Agile development (SCRUM), SQL, PHP, Network design

Basics of:

Python, Data Mining, Gamification,

Diogo Emanuel Marques da Silva

Rua da Castanheira nº264 Gens 4515-138 Gondomar

916077860 - diogoemsilva@gmail.com

Experience

Software Developer / Master Thesis at Scraim

September 2015 – January 2016

Developed my Master thesis titled “Agile Gamification in a Enterprise SaaS”. Concepted a gamification strategy that engages informatics to use agile management tools better in a fun way. Developed a plugin that implements a gamification strategy on Scraim.

Software Developer at Wechangers

July 2015 – August 2015

Development of a Ruby on Rails web platform to social entrepreneurship where I implemented a landing page, filter system and organizations component.

Software Developer at FEUP

February 2015 – June 2015

Part of a team of 6 elements which developed a platform for Inova+. This platform is designed to help people with hearing problems. The main focus is an Android application that recognizes sound alarm patterns and notifies the user. It also receives messages sent from a web app running in the local network.

Education

Integrated Masters in Software Engineering at Faculty of Engineering of University of Porto

September 2010 – February 2016

5 year course with a large spectrum of subjects since low-level programming (C/C++, assembly) to high-level programming (java, ruby), web development (HTML/CSS, PHP, Javascript), mobile development (Android), software engineering, network design, distributed systems and artificial intelligence. The main focus was software engineering in order to value software development using good practices.

Erasmus+ student at University of Łódź

September 2014 – February 2015

Semester abroad under Erasmus+ program. Courses attended: Mobility Systems, Mobile Software Development, Designing of Mobile Games, Data Mining, Cryptography and Computer Network Security.