



PROFILE INFO

As a skilled software engineer with expertise in physics simulation, graphics rendering, game engine development, and artificial intelligence, I bring experience creating cutting-edge software solutions for desktops and consoles. With a strong proficiency in C/C++ programming and a comprehensive understanding of game development and graphics technologies, I am equipped to tackle complex challenges and deliver top-quality solutions in the field of interactive entertainment

EDUARDO SILVA

21 YEARS OLD - CS MASTERS STUDENT
& AI ENGINEER @ARMIS
[EDUARDO79SILVA.GITHUB.IO](https://github.com/EDUARDO79SILVA)



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MY SKILLS

TECHNICAL SKILLS

- Typescript (Node.js, React)
- Azure
- Unity
- C#
- C / C++ (Game Engine Development)
- Python (Artificial Intelligence)
- Git

SOFT SKILLS

- Teamworker
- Problem-solving
- Time management
- Leadership
- Attention to detail
- Work ethic

LANGUAGE SKILLS

Portuguese 100%

English 90%

Spanish 50%

WORK EXPERIENCE

JULY 2023
PRESENT

**ARTIFICIAL INTELLIGENCE
ARMIS GROUP (OPORTO)**

- Developed chatbots in **Typescript** and **Python**, using **LLMs** to provide users with a more flexible experience
- **Neural Network** development to classify bank transactions
- Extensive deployment experience in **Azure** web apps

MAR 2023
JUNE 2023

**INTERNSHIP STUDENT
ARMIS GROUP (OPORTO)**

- **Artificial intelligence** applied to web forms
- Gained extensive training in **UML** documentation.
- **Agile** development refined.

MY EDUCATION

SEPT 2023
JULY 2025

**MASTER OF COMPUTER SCIENCE
FEUP**

- Enrolled in FEUP's Computer Science MS program.

SEPT 2020
JULY 2023

**BACHELOR OF COMPUTER SCIENCE
FEUP**

- Graduated in Computer Science.