




PROFILE

 Lisbon, Portugal

 imandresilva.github.io

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SKILLS

Languages

Python

C#

C/C++

Java

Technical Skills

Git

Docker, K8s

Redis

Grafana, Datadog

Prometheus

VR, AR

Computer Vision

3D Programming

Machine Learning

CI/CD

Frameworks & Libraries

Pytest, Pytest-xdist

MyPy, PyLint, Flake8, Sonar

Click

Asyncio

Unity

Django

Soft Skills

Agile

Scrum

Remote working

Lecturing

Team Building

André Filipe Silva

Software Engineer

With over 5 years of experience in computer graphics and interactive applications.

EXPERIENCE

2021 - Present Sensei | Software Engineer & Scrum Master

Developing autonomous and checkout-free stores. Key achievements:

- Contributed to the development of a highly distributed message distribution framework called Tako;
- Implemented message queues on core system components enhancing assuring recovery in 85% of cases;
- Developed load balancing systems, cutting processing times by 3;
- Performed stress and reliability testing;
- Taught weekly Python programming workshops;
- Introduced Scrum and Agile Methodologies to team of 5, improving team functionality and efficiency.

2019 - 2020 Iscte | Assistant Lecturer

Taught Concurrent and Distributed Programming using Java. Key achievements:

- Taught practical lessons to over 100 students;
- Adapted the course to remote teaching and evaluation;
- Tutored students 1-1, adapting to individual needs.

2018 - 2019 Proregatta | Software Engineer

Developed using the Django framework for the backend and the Google Maps API for the boat tracking frontend. Key achievements:

- Implemented the website permissions system;
- Implemented the boat tracking visualiser;
- Updated and maintained the website theme.

KEY PROJECTS

2020 "Astraeus 42" | Unity

Developed a game as a team in a fully remote environment. The game is a 2D story driven platformer based in an alien planet. It is available on itch.io.

2020 "Multi-agent Capture the Flag" | Unity

Agents trained using Reinforcement Learning and Unity ML Agents to partake in fetch quests.

2019 "Peppered with Missiles!" | Unity

Developed with the goal of learning about the full process of game development. The game is available on the Play Store and is monetized using Unity Ads.

EDUCATION

2016 - 2021

B. Sc. & M. Sc. | Computer Science at ISCTE