



# Gonçalo SILVA

Programmer

## CONTACT DETAILS

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PLACE AND DATE OF BIRTH: Sintra, Portugal | 25 December 1990  
CURRENT LOCATION: Porto, Portugal  
EMAIL: [silva.goncalo.dev@gmail.com](mailto:silva.goncalo.dev@gmail.com)  
SKYPE: silva.goncalo.dev

## WORK EXPERIENCE

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*Current*  
APRIL 2014 | Programmer at APPGENERATION SOFTWARE TECHNOLOGIES, Lda (Porto)  
*Mobile Games Development, Interactive Books for Children*  
I started as a developer for *Kids Interactive App Maker*, extending the app with new modules and fixing existing bugs. Implemented important low-level improvements in the books rendering engine. Currently producing mobile games for the company using *Unity*.

## EDUCATION

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2008–2014 | Master in INFORMATICS AND COMPUTING ENGINEERING  
**Faculty of Engineering of the University of Porto**  
Thesis: “Multimodal vs. Unimodal Physiological Control in Videogames for Enhanced Realism and Depth”  
Supervisors: Prof. Dr. Rui Rodrigues, MSc Pedro Alves Nogueira  
GPA: 16/20

1 SEMESTER | Erasmus Exchange Student – University of Zagreb  
**Faculty of Electrical Engineering and Computing (FER)**  
Obtained the Croatian language A1 Level during this period as well.

## COMPANY PROJECTS

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*Present*  
NOV 2015 | Strategy Turn-based Mobile Game (*not released*)  
Current project. Responsible for all code and game design tasks.

*Present*  
APRIL 2014 | Kids Interactive App Maker – <http://www.kidsappmaker.com>  
Created new modules for Text-to-Speech, Distorted Voice Recordings, Education, and mini-games. Implemented low-level performance boosts in the books rendering engine.

APR–SEPT 2015 | “El Dorado” 2D Mobile Game – Physics-based Puzzles  
iOS – <https://goo.gl/NUZh0M>  
Android – <https://goo.gl/pWhzWT>  
Implemented the physics interactions between all the objects in the game.

## SOFTWARE DEVELOPMENT SKILLS

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Programming Languages: Primary – C#, C/C++, Objective C, Java.  
Familiar with Python, SQL, Prolog, PHP, Scheme.  
Game Engines: Unity, Cocos2d-x, UDK.  
Tools: Xcode, Xcode Instruments, Eclipse, Visual Studio.  
Version Control: Git, Subversion.

## SPARE TIME PROJECTS

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- MARCH 2016 | 1st Place at the FCUP Porto Graphics Game Jam 2016, for the game: *TubTub to the Rescue* – URL: [Porto Graphics Game Jam 2016](#)
- FEV–MAR 2015 | Portuguese Translator for *GameLoading: Rise of the Indies*.  
A documentary about the culture of indie game development.  
Available for viewing at iTunes, Steam, VHX, Xbox, PSN and Playism.  
<http://www.gameloadng.tv>
- OCTOBER 2013 | Portuguese Translator for *Teslagrad*.  
A 2D puzzle platformer game where the player uses electromagnetism to solve puzzles in the abandoned Tesla Tower.  
The game is available on Steam, PS3, PS4, Wii U and Xbox One.  
<http://teslagrad.com>

## PUBLICATIONS

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Subsequent publications from my Master's Thesis graduation project.

- Extended abstract in CHI PLAY (Toronto, 2014) – <http://dl.acm.org/citation.cfm?id=2662995>.
- Full paper in CISTI (Barcelona, 2014) – <http://dx.doi.org/10.1109/CISTI.2014.6877078>.

## LANGUAGES

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PORTUGUESE: Native speaker  
ENGLISH: Fluent  
CROATIAN: Basic Knowledge (A1 Level)

## INTERESTS AND ACTIVITIES

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Video games, Game Jams, Reading books on Game Design.  
Making Music using Electronics Circuits (using *Arduino*, *Teensy* and *Littlebits*).  
Building LEGO *Technic* cars.