

Nelson Silva

Full Stack | Frontend | Backend Developer

📍 PORTO, PORTUGAL

👤 Profile

In a nutshell, I'm a mostly self-taught developer that breathes caffeine (I didn't learn to fall in love with what I do, it happened naturally as if it had already been planned).

I've been passionate about the programming universe since 2010, I don't limit myself to learning only part of it, but to learn as much as I can (I always preferred to know many things and not much about a few things).

I find myself full of desire to work with other people who strive and enjoy this area as much as I do.

dnelsonsilvav.com

📁 Employment history

Frontend Developer at Weissmaler GmbH, Porto, Portugal

[August 2017](#) – [Present](#)

A German company that has a development team currently working on a dashboard for internal use with JIRA, Ruby on Rails, GraphQL, PostgreSQL, PostGIS, React, Relay and Semantic UI.

Founder at Caffeine Algorithm, Porto, Portugal

[July 2016](#) – [Present](#)

This development organization that loves caffeine and algorithms has as main mission to help the largest number of people to know the programming universe, so that they can, acquire new knowledge and evolve even more.

[Email](#) | [Website](#) | [GitHub](#) | [YouTube](#)

🎓 Education

Computer Science (EQF Level 6), Instituto Universitário da Maia - ISMAI, Maia, Portugal

[2014](#) – [2017](#)

Algorithms and Data Structures, Object-Oriented Programming, Networking, Software Engineering, Web Programming, Data Mining and Big Data, Mobile Computing, Game Development, Cloud Computing and Systems Based on Location.

Technological Specialization Course of Development of Information Systems (EQF Level 5), Instituto Universitário da Maia - ISMAI, Maia, Portugal

[2013](#) – [2014](#)

Web Programming, Analysis Systems and Databases, Network Architecture, IT Services and Human Behaviour in Organizations.

Details

Porto, Portugal

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DATE / PLACE OF BIRTH

1995-07-05

Póvoa de Varzim, Portugal

NATIONALITY

Portuguese

DRIVING LICENSE

Full

🛠 Skills

JavaScript (React, Angular, Node.js and Ionic)

C# (including XAML)

Java (including Android)

Python (2 and 3)

PHP (including Laravel)

SQL & NoSQL (SQL Server, SQLite, PostgreSQL and MongoDB)

Git (including GitHub)

Agile (Scrum)

Easily Adaptable
Teamwork
Time Management
Communication
Ethics
Humor

🌐 Languages

Portuguese

English

Spanish

French

Professional Course of Computer Technician Management (EQF Level 4), Escola Secundária de Rocha Peixoto - ESRP, Póvoa de Varzim, Portugal

[2010 – 2013](#)

Programming Languages and Information Systems.

♥ Hobbies

Writing
Reading
Cooking
Travelling
Exercising
Going Out

👤 Internships

Full Stack Developer at Netflow - Desenvolvimento de Sistemas de Informação, Lda, Porto

[March 2014 – August 2014](#)

Team project to optimize the management of vending machines, creation of a web application environment and development using a Arduino/GSM board.

Software Developer and Computer Maintenance/Repair Technician at Datexis - Sistemas de Informação, Lda, Vila do Conde, Portugal

[June 2013 – August 2013](#)

Software Development, Computer Maintenance/Repair and Technical Assistance at Home.

👤 Extra-curricular activities

Speaker at Congresso Nacional de Profissionais de TI, Conapti, Brasil

[October 2016](#)

"Know the course and the difficulties of a student that studies the programming area in Europe".

📁 Projects

Eventdash

[September 2016 – July 2017](#)

A platform to increase the interactivity in relation to the given event and through the use of gamification.

Technologies: Angular, Ionic, TypeScript, Firebase, HTML5, CSS3 and Git.

Development: [Last 4 Videos \(each one between 2-5 hours\)](#)

[Watch Trailer](#)

Run For It

[July 2016 – March 2017](#)

An adventure game that I developed (still maintaining updates) and that gave me important notions for my learning according to the universe of game development, Google Play services and the market.

Technologies: Unity, C#, XML and Git.

Development: [First 14 Videos \(each one between 2-5 hours\)](#)

[Google Play Store](#) | [Watch Trailer](#)

Learn With The Robot

[June 2015](#) – [May 2016](#)

An educational platform for kids to increase knowledge regarding school matters (6 different games for each grade).

Technologies: C#, XAML, SQLite and Git.

Human Blocks

[October 2014](#) – [April 2015](#)

A survival game that I developed to understand game engines and that gave me important notions regarding the universe of game development.

Technologies: C#, XAML, SQLite and Git.