

Edgar Silva

Master Software Engineer

14 October, 2001

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Aveiro, Portugal

Skills

- HTML, CSS, TailwindCSS
- Programming language: Javascript, Typescript, Java, PHP, Rust
- Cloud Computing: AWS, Docker, Kubernetes
- Architectures: Serverless, microservices, Apache Kafka
- Framework/Library: React, React Native, Next, Node, Laravel, etc.
- Android Development

Honor & Award

Academic Merit 2021/2022

Awarded by the Municipality of Oliveira do Hospital for the excellent results obtained in the degree in Computer Engineering at ESTGOH - IPC.

Hobbies & Interest

- Gaming
- Tech content creators
- Game development
- Anime

Links and Credentials

 [LinkedIn](#)  [Github](#)

 [Upwork](#)  [Website](#)

About

Passionate about computers from a young age, I specialize in full-stack development with a focus on the JavaScript ecosystem and AWS cloud infrastructure. I also enjoy game development and am exploring systems development with Rust.

Experience



- **NEXUS Agenda** - Headed by the Port of Sines Authority
Cloud Backend Developer | September 2023 - July 2024
Developed a serverless AWS and Terraform backend for cargo and haulier matching at the Port of Sines. The project, handling over 50 million tons of cargo annually and financed with 59 million euros by PRR, boosts efficiency and sustainability.



- **Upwork**
Freelancing | March 2020 - present
Currently working directly with clients to develop Minecraft mods and related game development projects using Java.



- **Fish Folk: Punchy**
Contributor | April 2022 - August 2022
Requested by SpicyLobster, I created a proof of concept for a game and continued developing the open-source project, which taught me team-based software development.



- **Reage LDA**
Internship | March 2019 - June 2019
Developed a Symfony website for a local elderly care house to manage medicine and patients, converting data from Excel to a MySQL database.
- Internship | May 2017 - June 2017
Implemented a remote door lock system using a fingerprint reader and Arduino, with a web server for user management and logging.

Education

- 2022 - 2024
 - FCTUC - Faculty of Sciences and Technology of the University of Coimbra
Master of Software Engineering
Deepened my software development expertise and explored entrepreneurship and cloud technologies.
- 2019 - 2022
 - ESTGOH - School of Technology and Management of Oliveira do Hospital
Bachelor of Computer Engineering
Graduated at the top of the class, awarded for academic merit, with a final project focused on developing a project management platform using React and Node, built on a microservices architecture.
- 2016 - 2019
 - Albergaria-a-Velha Secondary School
Técnico de Gestão e Programação de Sistemas Informáticos
Achieved top-of-class graduation, supplemented by three academic internships totaling five months.