

Silas Sequeira 22

Career Objective

Looking for an internship opportunity to apply and develop design and frontend skills in a professional environment.

Profile

Creative designer and developer with a Bachelor's Degree in Design and Multimedia and a strong foundation in Visual Arts. Skilled in graphic design, web development, and multimedia production, with a sharp eye for aesthetics and user experience. A fast learner with problem-solving skills, fluent in Portuguese and English, and a good communicator.

Beyond design and development, I am the frontman of the garage rock band "Bumps" and an avid enthusiast of art and technology. Passionate about video game development, digital illustration, film, and music, continuously exploring creative projects that bridge art and technology.

Contacts

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Education

Bachelor's Degree in Design and Multimedia

Department of Informatics Engineering - University of Coimbra

🛗 out of 2021 - jan of 2025 🛛 🗣 Coimbra, Portugal Grade: 15

Secondary Education in Visual Arts

Secondary School Quinta das Flores

Technical Skills

React



5 HTML

Js JavaScript

3 css

SOL

PHP PHP

Adobe Apps

Figma

etc..

Experience & Projects

Visual Identity & Branding ○ Coimbra, Portugal

Bumps (Personal Band Project) in nov of 2021 - current

- Designed the visual identity for the band's first EP, including album cover, T-shirts, illustrations, motion graphics, videos, and photography.
- Created engaging Instagram posts to promote merchandise and music.



Soft Skills

Empathy Fast Learner Efficiency Creativity Independent thinker Meeting deadlines Autodidact Motivating others Taking initiative Learning from failure Flexibility Accountability Perseverance Commitment to Excellence Curiosity

Web Development (University Projects)

Art Rush Website mov of 2024 - current

- Art Rush is a dynamic Single Page Web Application for scrolling, saving, and choosing your favorite historic European artworks.
- Implemented the frontend using the React library, optimized using the Vite server, and for the backend, I built using a Node.js/Express server and MongoDB for the database system. Integrated the Met Museum's public API, fetching and storing all paintings in the database.
- Made an interactive Figma prototype and designed a fully responsive UI, optimized for desktop, tablet, and mobile, ensuring a seamless user experience considering modern design conventions.

