

Artur Renato Baptista Boyago









*Graphic design, computational physics and
electrical engineering*

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Skills

Main Software:

-  DaVinci Resolve
-  PTC CREO
-  Illustrator
-  ParaView
-  Photoshop
-  KiCad
-  After Effects
-  OpenFOAM
-  Corel Draw
-  Blender

Programming:

- *Python*
- *C/C++*
- *Javascript*
- *HTML/CSS*

Eng. Experience:

- *Lead aerodynamicist and software developer at GUEPARDO motoracing*
- *Developed **Monte Carlo Geometry Processing** tools for open-source*
- *Made an entire set of customized fiber glass/ carbon fiber fairings*
- *Designed and produced an entire **analog polyphonic synthesizer***
- *Developed a **industry ready path-tracer***
- *Designed and produced an entire **Electronic Control Unit** for motorcycles*
- *Developed a entire **digital twin suite** for motorcycles*

Education

Etec / Takashi Morita (2020 – 2022)
Industrial Automation

EESC / University of São Paulo (2023 – 202x) *in progress*
Electrical/electronic engineering