

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*

Engineering Experience:

- *Lead aerodynamicist and software developer at **GUEPARDO** motoracing*
 - *Designed and fabricated a complete set of fiber glass fairings for a superbike*
 - *Currently developing **PANTHERA**, a open-source digital twin telemetry suite in Unity/C++*
 - *Currently designing a high-bandwidth CAN Bus compatible high-range IMU*
 - *Designed the team's website using **React***
- *Personal projects*
 - *Designed and built a monophonic analog synthesizer using a brand new waveshaper*
 - *Wrote lots of study notes for general relativity and quantum theory at my instagram (@arbb.br)*
 - *Did a couple of VFX shots using tracking and proper rotoscoping for some friend's films*
 - *Wrote a simple path-tracer with analytic spheres and boxes and AgX tonemapping*

Education

ETEC / Takashi Morita (2020 – 2022)

Industrial Automation

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

Electrical/electronic engineering