

Eduardo Coelho

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OBJECTIVE	Placement in an innovative company in order to help developing novel ideas and products, mainly interested in mobile applications.	
EDUCATION	Regional University of Blumenau (FURB) , Blumenau, SC Brazil B.S., Computer Science (2005 – 2009) <ul style="list-style-type: none">• Undergraduate Thesis: Planar Image Mosaics<ul style="list-style-type: none">– Advisor: Paulo César Rodacki Gomes, Ph.D.	
TEACHING EXPERIENCE	Regional University of Blumenau (FURB) , Blumenau, SC Brazil Teaching Assistant (2006 – 2009) Organized, conducted and co-taught courses, classes and labs in various branches of computer science. Duties included marking assignments, preparing lessons, assisting students and acting as a support to teachers under proper supervision and guidance. <ul style="list-style-type: none">• Monitor in Computer Science areas (2007 – 2009)<ul style="list-style-type: none">– Computer Graphics– Data Structures– OO Programming• Monitor in Computer Science areas (2006 – 2007)<ul style="list-style-type: none">– Computer Architecture– Control and Automation	
PROFESSIONAL EXPERIENCE	Carried on many duties and responsibilities running the day-to-day company's work. Played important role within the company's products cycle, managing projects based on time-schedule, quality and budget. Experienced the full software development lifecycle, including requirements, proof of concept, prototyping, design, development, testing/QA and deployment. Had ability to conduct independent research, write and present reports addressing results and expectations. Redstone Games , Co-founder (2014 – Present) <i>Published Games</i> <ul style="list-style-type: none">• Redstone Crossword Puzzle (2015) (iOS)• Redstone Mahjong (2014) (iOS, Android)• Palavras Cruzadas (2014) (iOS, Android)• Solitaire Mob (2014) (iOS, Android)• Casual Mahjong (2014) (iOS, Android) Namoro On , Co-founder (2013 – 2014) <i>Published applications</i> <ul style="list-style-type: none">• Namoro On (2013) (iOS, Android)	

Nexia Mobile Solutions, Co-founder (2008 – 2012)

Published applications

- Real Estate Apps
 - Bravíssima (2013)
 - Ferplan Construtora e Incorporadora (2012)
 - Mendes Sibara Construtora (2012)
 - Quattra Empreendimentos (2012)
 - Nova Carmel Incorporações (2011)
- Boleto Fácil (2010)
- Nex Hockey (2010)
- Enfim Conectado (2009)
- Zig Zig Zaa (2009)

HONORS AND
AWARDS

- **Best Student in Computer Science** (2009): Award for the best undergraduate student performance (Regional University of Blumenau - FURB). GPA: 9.18.
- **PET – Preliminary English Test** (2007): Pass With Merit in the Preliminary English Test (University of Cambridge).
- **KET – Key English Test** (2006): Pass in the Key English Test (University of Cambridge).
- **Honorable Mention, Programming Contest** (2006): Honorable Mention in the 2006 ICM-ICPC South America Contest w/ Brazil.

PUBLICATIONS

Complete works published in proceedings of conferences

- COELHO, E.; PIVA, G. R.; GOMES, P. C. R.; REIS, D. S. NX Network: a framework for iPhone multiplayer games, 2009, Florianópolis. Proceedings of the I Symposium Santa Catarina Games (SCGames), 2009.
- COELHO, E.; PIVA, G. R.; GOMES, P. C. R.; REIS, D. S. Development of a multitouch iPhone game: a study case, 2009, Florianópolis. Proceedings of the I Symposium Santa Catarina Games (SCGames), 2009.

Summary published in proceedings of conferences

- COELHO, E.; PIVA, G. R.; GOMES, P. C. R.; REIS, D. S. The NX iPhone 2D Gaming Framework, 2009, Rio de Janeiro. Proceedings of the VIII Brazilian Symposium on Digital Games and Entertainment (SBGames) - Computing Track, 2009. p. 101-104.

Undergraduate Thesis

- COELHO, E. Planar Image Mosaics. Undergraduate Thesis under supervision of Professor Paulo César Rodacki Games, Ph.D. Regional University of Blumenau (FURB), 2009. 100 pages (in Portuguese).

PRESENTATIONS
OF WORK

- COELHO, E.; PIVA, G. R.; GOMES, P. C. R.; REIS, D. S. Development of a multitouch iPhone game: a study case, 2009, Florianópolis. Proceedings of the I Symposium Santa Catarina Games (SCGames), 2009. (Presentation/Symposium).
- COELHO, E.; GOMES, P. C. R.; PIVA, G. R. iOS applications development: technical and marketing aspects. IV Information Systems Academic Week, UDESC, 2011. (Presentation/Conference or Colloquium).

RESEARCH AND ACADEMIC PROJECTS	<ul style="list-style-type: none"> • Planar Image Mosaics: Creation of planar image mosaics given multiple input images and a set of corresponding points, allowing the representation of scenes whose field of view are wider than the supported by traditional photographic cameras. (2009). • Parallel Digital Image Processing: Exploitation of image processing algorithms and distributed systems technologies cooperatively. (2008). • Pearl Harbor Reloaded: 3D Air Battle mobile game for the J2ME platform whose plot is the attack on Pearl Harbor. (2008). • EEHouse: Exploitation of technologies that are well suited for the development of a web-based game, which aims the teaching of efficient energy use. (2007). • Program BEST.FOR: Conversion of the BEST.FOR software (calculation and scientific visualization of chemical stability constants) from the originally written computer language (FORTRAN) to the C++ language, including additional features to it. (2006-2007).
LANGUAGE SKILLS	<ul style="list-style-type: none"> • English: Intermediate • German: Basic • Portuguese: Native
APPLICATION AREAS	6+ years of experience in developing mobile applications, including advergame and client-side (consumer) applications. Worked with native iOS framework as well as cross-platform frameworks such as Unity3D and Xamarin. Participated in academic and personal projects that required knowledge in several programming languages such as Objective-C, C#, C, C++, Java, Python and FORTRAN.
INTERESTS AND SKILLS	<ul style="list-style-type: none"> • Agile software development • Design and Architectural Patterns • Test Driven Development • Git • JSON • SQLite • L^AT_EX, B_IB_TE_X • Apple OS X