

CAIO BRIGHENTI

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Website & Portfolio: <https://caiobrighenti.github.io/>

EDUCATION & HONORS

Colgate University, Hamilton, NY

2016–2020

Bachelor of Arts in Computer Science and Peace and Conflict Studies

- GPA: 3.95/4.0
- Member of [Benton Scholars](#), a program preparing world leaders for success in a global 21st century.
- Recipient of the George W. Cobb Fellows Award.

Coursera, [Machine Learning Course Certification](#)

2018

- Completed a 11 week machine learning course by Stanford University with a 93.7% average

Asociación Escuelas Lincoln, *Dual High School Diploma*, Buenos Aires, Argentina

2012– 2016

- GPA: 3.99/4.0
- Iris Lestani ACSAA Scholarship Award and Daniel Ochagavia Science Award.

EXPERIENCE

Colgate University Student Government Association

May 2017–present

Webmaster

- Designed and implemented the [student government website](#) utilizing the Squarespace platform.
- Lead projects to improve transparency through technology, such as introducing a livestream for weekly meetings.

Stereo Opus

November 2016–present

Co-Founder and Virtual Reality Developer

- Develop and implement interactive mechanics with the C# programming language.
- Design detailed, story based virtual reality experiences for high end hardware under the [Stereo Opus](#) name.
- Create and light 3D scenes and environments in the Unity3D engine.

Colgate University Ho Tung Visualization Laboratory

September 2016–present

VR Producer & Developer

- Collaborate in a small team to design virtual reality experiences that are immersive, educational, and interactive.
- Work in the Unity3D engine to develop and implement high quality virtual reality content.
- Design and code interactive mechanics with the C# programming language.

Colgate University Benton Scholars Design Lab

August 2016–December 2016

Course Designer

- Developed a course based on design thinking methods that became officially offered at Colgate University.
- Wrote and presented comprehensive course syllabus to Colgate faculty and administrators.

TEDx Asociación Escuelas Lincoln

August 2014–May 2016

Speaker

- Selected as the only student to speak at both the [first](#) and [second](#) annual TEDx AsociaciónEscuelasLincoln events.

Pudge Wars for Dota 2

December 2013–August 2016

Co-founder, Lead Developer

- Led a five-person team in the development of an [add-on](#) for the popular computer game Dota 2.
- Managed marketing and outreach as the project quickly grew to amass over 5 million subscribers.

SKILLS & INTERESTS

Software: Unity3D, Adobe Photoshop, Adobe Premiere Pro, Git, and Microsoft Office.

Hardware: Virtual Reality and PC Assembly.

Programming and Scripting: Java, C#, Python, HTML/CSS, Javascript, and Lua.

Languages: Portuguese (fluent), Spanish (fluent), French (intermediate).

Interests: 3D Application Development, User Interface Design, Graphic Design, Artificial Intelligence.