Caio Brighenti

13 Oak Drive | Hamilton, NY 13346 | cbrighenti@colgate.edu | (315)-630-2133
Website & Portfolio: https://caiobrighenti.github.io/

EDUCATION & HONORS

Colgate University, *Bachelor of Arts,* Hamilton NY   August 2016-May 2020

Intended Majors: Computer Science & Peace and Conflict Studies

- GPA: 3.97/4.0
- Benton Scholar, a program preparing world leaders for success in a global 21st century

Asociación Escuelas Lincoln, *Dual High School Diploma,* Buenos Aires, Argentina   X XXXX-June 2016

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

EXPERIENCE

Colgate University Ho Tung Visualization Laboratory

VR Producer & Developer   September 2016–present

- 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
- Assist in the organization and planning of public shows in the Ho Tung Visualization Lab

Colgate University Student Government Association   May 2017–present

Webmaster

- Designed and implemented the student government website utilizing the Squarespace platform
- Lead projects to improve student government transparency through technology, such as implementing a livestream for weekly meetings

TEDx Asociación Escuelas Lincoln   August 2014–May 2016

Speaker

- Selected as the only speaker to speak at both the first and second annual TEDx AsociacíonEscuelasLincoln events

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

Pudge Wars for Dota 2   December 2013–August 2016

Co-founder, Lead Developer

- Led a small team in the development of an add-on for the popular computer game Dota 2
- Managed marketing and outreach as the project grew to amass over 5 million subscribers

Co-Founder and Virtual Reality Developer   November 2016–present

Stereo Opus

- Design detailed, story based virtual reality experiences for high end hardware
- Create and light 3D scenes and environments in the Unity3D engine
- Develop and implement interactive mechanics with the C# programming language

SKILLS

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

Hardware: Virtual Reality, and Computer Component Assembly

Programming: C#, Java, Python and Lua

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

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Interests: 3D Application Development, Game Development, User Interface Design, Graphic Design