



Leandro Brás

Programmer

I'm currently a Master's student in Computer Engineering and Information Systems with a strong background in working with various programming languages and tools. I have a passion for computer graphics and the creation of engaging game-play mechanics.

EXPERIENCE

HEI-Lab Lusofona

December 2020 - March 2021

Programmer / Animator (Internship)

- Animated several paintings through the use of a neural network AI.
- Edited audio and video from the recordings for use in the animated paintings.
- Helped with the design and programming of the App.
- Used: C#, Audacity, Unity, Vuforia, AfterEffects, Photoshop, First-Order-Motion-Model AI

Betclic Group

October 2020 - December 2020

3D Modeler/Animator, Programmer (Freelance)

- Modeled several artists.
- Corrected motion-captured animation.
- Helped with programming of crowds and animations in Unity.
- Used: IClone Character Creator, Maya, Motion Builder, Unity, C#, Photoshop

Instituto Politécnico de Santarém

October 2013 - February 2014

IT Technician (Internship)

- Cleaned and Formated all the computers related to the department.
- Maintained and updated all software necessary for the students to work on.
- Troubleshooted all IT related issues in the department.
- Worked on and improved the department's web-site.

PROJECTS

Mandelbrot Explorer / Tester.

C#, OpenGL, OpenCL, Git, WinForms

- Programmed a Mandelbrot set Explorer for OpenCL and OpenGL.
- Created a tool for Bench Testing the various ways of calculating the set including GPU (OpenCL), GPU (OpenGL), CPU (Linear), CPU (Parallel).
- Wrote a comprehensive report on the results of the analysis, highlighting the significant acceleration achieved through GPU calculations.

"Pac-Man" game clone on the Windows Console.

C#, Git, Command line

- Responsible for programming a Mini-Engine that works with ascii/unicode "sprites" to render 2d graphics on the Window console.
- Programmed a collision system and a map file reader for easy map editing.
- Programmed the enemy AI systems.

CONTACTS

(+351) 916 310 073

leandro-xy@hotmail.com

[/in/leandro-bras](https://in/leandro-bras)

[@LeandroSWR](https://twitter.com/LeandroSWR)

leandrobras.dev

SKILLS

C#, C, C++, JavaScript, SQL, HTML/CSS, Python.

TECHNOLOGIES

Git, Linux, NodeJS, OpenGL, OpenCL, VisualStudio

OTHERS

Unity, Unreal, Office, Photoshop, Illustrator, After Effects, Maya, Blender

LANGUAGES

Portuguese: Native

English: Fluent

Spanish: Conversational

French: Basic

EDUCATION

Universidade Lusófona de Humanidades e Tecnologias

- **Master in Computer Engineering and Information Systems**

October 2021 - Present

Lisbon, PT

- **Bachelor in Video Games**

September 2017 - March 2021

Lisbon, PT

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- **3D Animation & VFX**

September 2016 - June 2017

Lisbon, PT

Dr. Ginestal Machado

- **Computer Systems Programming and Management**

September 2011 - June 2014

Santarém, PT