

Pedro Paulo Macêdo Neto

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EDUCATION AND HONORS

University of Fortaleza, Postgraduate Program in Applied Informatics (PPGIA)
Master's Degree in computer science

Fortaleza, CE
Jan 2021

- Relevant Coursework: Computer Graphics, Computer Vision, Virtual Animation, Virtual Reality, Augmented Reality, Mixed Reality, Force Feedback, Physics Simulation, Serious Games, Machine Learning, and Data Science.

University of Fortaleza, Technological Sciences Center (CCT)
Honors Bachelor in Computer Science

Fortaleza, CE
Jan 2018

PROFESSIONAL EXPERIENCE

Brintell

VR/AR and Game Developer (current job)

Brasília, DF
February 2022 – *

- Modeling 3D models using blender.
- 3D/2D animation.
- 3D model texturing.
- Virtual Tours of buildings for presentation to visitors.
- Gamified application using Unity and Unreal.

University of Fortaleza – Unifor

Researcher (Developer), Innovation Department of the University

Fortaleza, CE
January 2018 – December 2021

- Utilized Unity Engine to implement applications such:
 - Virtual reality simulators.
 - Augmented reality and mixed reality applications for Microsoft HoloLens V1, Moverio BT-300 and Android devices.
 - Games and serious games, mainly based on health activities.
 - Mobile application for visitation of the university library.
- Utilized Unreal Engine to implement applications such:
 - Virtual reality simulators, using haptics devices such as Phantom Omni and Novint Falcon.
 - Games and serious games, mainly based on health activities.
 - NVIDIA API to control physics simulation for soft bodies and realistic cloth.
 - Games, using C++ and Blueprint.
- Utilized Python to implement applications such:
 - Fall dataset processing using Pandas, Matplotlib, NumPy, and Scikit-learn.
 - Development of fall detection systems prototypes based on related works.
 - Contribution for the creation of fall dataset
 - Development of basic computer vision applications
 - Development of basic supervised learning (SVM, logistic regression and linear regression) and unsupervised learning (K-means clustering)
 - Lead a team for labeling an image fall dataset.

National Supply Company – CONAB

Support and development trainee

Fortaleza, CE
January 2017 – July 2017

- Utilized Java for development for a small control application for inventory control:
 - Apache Tomcat, for a web server.
 - Database using MySQL.

SKILLS

- **Programming Languages:** Python, C#, Java, C++, and Unreal Blueprint.
- **Big Data & Machine Learning:** MySQL, PostgreSQL, Python (eg. scikit-learn, numpy, pandas, matplotlib)
- **Game Development Tools:** Unity, Unreal, Blender, Substance Painter, Visual Studio, and other common technologies in game development.
- **Data Science & Miscellaneous Technologies:** A/B testing, Data science pipeline (cleansing, visualization, modeling, interpretation), Statistics, Excel, and Git.