

ma. fernanda **rodríguez r.**

MULTIMEDIA ENGINEER

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about me

I have worked in different areas like **digital media** such as web design, digital image and video, and 3D modeling, rendering, and animation. However, lately, I have been immersed in the world of computer applications, mainly in areas such as **augmented reality** and **machine learning**, in addition to other areas such as computer graphics, computer vision, image processing, and interaction human-computer.

skills

- Code** My main development language is Python, but I have worked with HTML/CSS, JavaScript, SQL and PHP.
- Design** I feel comfortable working on web design and 3D graphics from Photoshop, Gimp, and Jekyll to Maya and 3DS Max.
- Tools** Some of the tools with which I have already worked as Git, Latex, Vim, Keras, and notebooks.

education

PhD student in Electrical and Computer Engineering

Campinas — SP, Brazil

UNIVERSITY OF CAMPINAS — UNICAMP

Since 2015

- Thesis: 'Occlusion treatment in objects tracking for augmented reality systems'.
Advisor: Prof. José Mario De Martino, Ph.D.

MSc. in Mechanical Engineering

Campinas — SP, Brazil

UNIVERSITY OF CAMPINAS — UNICAMP

2012 — 2014

- Dissertation: 'Development of a hybrid localization system for autonomous navigation of ground vehicles in a simulated environment'.
Advisor: Prof. Janito Vaqueiro Ferreira, Ph.D.

Multimedia Engineering

Bogotá, Colombia

NUEVA GRANADA MILITARY UNIVERSITY — UMNG

2004 — 2009

- Thesis: 'Development of a virtual an object of learning for management training of animal models in research processes'.
Advisor: Prof. Germán Andrés Garnica.

courses & certifications

AGILE METHODOLOGIES

2019 **Gestão Ágil com SCRUM**, Online

Udemy

MACHINE LEARNING

2019 **Introduction to machine learning & deep learning in python**, Online

Udemy

2019 **Master computer vision opencv3 in python & machine learning**, Online

Udemy

2018 **Deep learning and computer vision A-Z: opencv, ssd & gans**, Online

Udemy

2018 **Zero to deep learning with python and keras**, Online

Udemy

2018 **Redes neurais artificiais em python**, Online

Udemy

3DSTUDIO MAX

2010 **Materials, hair, cloth & character rigging**, Bogotá, Colombia

Autodesk

2010 **Character modeling**, Bogotá, Colombia

Autodesk

2010 **Advertising animation**, Bogotá, Colombia

Autodesk

experience

DCA — FEEC, University of Campinas

Campinas — SP, Brazil

RESEARCHER

01/2015 — 06/2015

- Explore the performance and potential of markerless tracking in Vuforia Augmented Reality SDK.
- Develop a demo on mobile devices, as an auxiliary guide of an underwater oil exploration device.

Parexton The Web Design co.

Freelance

WEB DESIGNER

01/2010 — 12/2014

- Design, development and maintenance of websites with HTML/CSS, JavaScript and PHP.
- Development of SEO strategies with Google Analytics.
- Corporate image design and brand with Photoshop.

languages

		Listening	Reading	Speaking	Writing
Spanish	Mother tongue	Fluent	Fluent	Fluent	Fluent
Portuguese		Advanced	Advanced	Advanced	Advanced
English		Intermediate	Advanced	Basic	Intermediate

publications

- 2015** RUIZ, M. F. R., De Martino, J., Pelaquim, J. **"Augmented reality applied for the inspection and pre-installation testing of underwater oil production device"**. *IV Congreso Internacional de Multimedia*. Bogotá — Colombia.
- 2015** RUIZ, M. F. R., Ferreira, J. V., Miranda Neto, A., **"Referenced Localization Method Based on the Recognition of Key Objects from a Digital Map"**. *IV Congreso Internacional de Multimedia*. Bogotá — Colombia.
- 2014** RUIZ, M. F. R., Ferreira, J. V., **"Navegação sem condutor, mas segura"**. In *Jornal da Unicamp*, page 11. Campinas — SP, Brazil.
- 2014** RUIZ, M. F. R., **"Desenvolvimento de um sistema de localização híbrido para navegação autônoma de veículos terrestres em ambiente simulado"**. Master's thesis, University of Campinas.