Eduardo Coelho

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OBJECTIVE

Always pursuing solid and monetizable mobile app initiatives.

EDUCATION

Regional University of Blumenau (FURB), Blumenau, SC Brazil
B.S., Computer Science (2005 – 2009)

- Undergraduate Thesis: Planar Image Mosaics
  - Advisor: Paulo César Rodacki Gomes, Ph.D.

TEACHING EXPERIENCE

Regional University of Blumenau (FURB), Blumenau, SC Brazil
Teaching Assistant (2006 – 2009)
Organized, conducted and co-taught courses, classes and labs in various branches of computer science. Duties included marking assignments, preparing lessons, assisting students and acting as a support to teachers under proper supervision and guidance.

- Monitor in Computer Science areas (2007 – 2009)
  - Computer Graphics
  - Data Structures
  - OO Programming

- Monitor in Computer Science areas (2006 – 2007)
  - Computer Architecture
  - Control and Automation

PROFESSIONAL EXPERIENCE

Redstone Games
Co-founder (2014 – Present)
Redstone Games is a mobile game studio focused on publishing casual games for iOS and Android platforms. I developed and published several projects using the Unity3D framework, and currently, I'm the product owner of Crossword Puzzle Redstone, a cross-platform mobile application targeted to English-speaking crossword solvers.

- Crossword Puzzle Redstone (iOS, Android, Amazon)
- Mahjong Solitaire Redstone (iOS, Android)
  - Press Release by Gregg Swain (Facebook, Blog)
- Palavras Cruzadas (iOS, Android)
- Solitaire Mob (iOS, Android)
- Casual Mahjong (iOS, Android)

Namoro On
Co-founder (2013 – 2014)
Responsible for the entire life-cycle of the client iOS mobile application, including prototyping, development, testing/QA, and deployment using the cross-platform Xamarin framework.

Nexia Mobile Solutions, Blumenau, SC Brazil
Co-founder (2008 – 2012)
Carried on many duties and responsibilities running the day-to-day company's work, dealing with technical, business and financial issues. Played an important role within the company's products cycle, managing projects based on time-schedule, quality and

budget. Experienced the full software development lifecycle, including requirements, proof of concept, prototyping, design, development, testing/QA and deployment. Had the ability to conduct independent research, write and present reports addressing results and expectations.

Published Softwares

- Real Estate Apps
  - Ferplan Construtora e Incorporadora (2012)
  - Mendes Sibara Construtora (2012)
  - Quattra Empreendimentos (2012)
  - Nova Carmel Incorporações (2011)
- Boleto Fácil (2010)
- Nex Hockey (2010)
- Enfim Conectado (2009)
- Zig Zig Zaa (2009)

HONORS AND AWARDS

- **Best Student in Computer Science** (2009): Award for the best undergraduate student performance (Regional University of Blumenau - FURB). GPA: 9.18.

- **PET – Preliminary English Test** (2007): Pass With Merit in the Preliminary English Test (University of Cambridge).

- **KET – Key English Test** (2006): Pass in the Key English Test (University of Cambridge).

- **Honorable Mention, Programming Contest** (2006): Honorable Mention in the 2006 ICM-ICPC South America Contest w/ Brazil.

PUBLICATIONS

Complete works published in proceedings of conferences

- COELHO, E.; PIVA, G. R.; GOMES, P. C. R.; REIS, D. S. NX Network: a framework for iPhone multiplayer games, 2009, Florianópolis. Proceedings of the I Symposium Santa Catarina Games (SCGames), 2009.
- COELHO, E.; PIVA, G. R.; GOMES, P. C. R.; REIS, D. S. Development of a multitouch iPhone game: a study case, 2009, Florianópolis. Proceedings of the I Symposium Santa Catarina Games (SCGames), 2009.

Summary published in proceedings of conferences

- COELHO, E.; PIVA, G. R.; GOMES, P. C. R.; REIS, D. S. The NX iPhone 2D Gaming Framework, 2009, Rio de Janeiro. Proceedings of the VIII Brazilian Symposium on Digital Games and Entertainment (SBGames) - Computing Track, 2009. p. 101-104.

Undergraduate Thesis

- COELHO, E. Planar Image Mosaics. Undergraduate Thesis under supervision of Professor Paulo César Rodacki Games, Ph.D. Regional University of Blumenau (FURB), 2009. 100 pages (in Portuguese).

PRESENTATIONS OF WORK

- COELHO, E.; PIVA, G. R.; GOMES, P. C. R.; REIS, D. S. Development of a multitouch iPhone game: a study case, 2009, Florianópolis. Proceedings of the I Symposium Santa Catarina Games (SCGames), 2009. (Presentation/Symposium).

- COELHO, E.; GOMES, P. C. R.; PIVA, G. R. iOS applications development: technical and marketing aspects. IV Information Systems Academic Week, UDESC, 2011. (Presentation/Conference or Colloquium).

RESEARCH AND ACADEMIC PROJECTS

- Planar Image Mosaics: Creation of planar image mosaics given multiple input images and a set of corresponding points, allowing the representation of scenes whose field o view are wider than the supported by traditional photographic cameras. (2009).
- Parallel Digital Image Processing: Exploitation of image processing algorithms and distributed systems technologies cooperatively. (2008).
- Pearl Harbor Reloaded: 3D Air Battle mobile game for the J2ME platform whose plot is the attack on Pearl Harbor. (2008).
- EEHouse: Exploitation of technologies that are well suited for the development of a web-based game, which aims the teaching of efficient energy use. (2007).
- Program BEST.FOR: Conversion of the BEST.FOR software (calculation and scientific visualization of chemical stability constants) from the originally written computer language (FORTRAN) to the C++ language, including additional features to it. (2006-2007).

LANGUAGE SKILLS

- English: Comprehends Well, Speaks Reasonably, Reads Well, Writes Well.
- Portuguese: Native.

APPLICATION AREAS

3+ years of experience in developing mobile applications on iOS platform, including advergame and client-side (consumer) applications. Worked with several programming languages such as Java, C, C++, C#, Python and FORTRAN on both academic and personal projects.

SOFTWARE SKILLS

Engineering:
- Fields: Requirements analysis, Systems analysis, Computer programming and Software testing
- Management: Agile software development (SCRUM, Extreme Programming)
- Patterns: Design and Architectural Patterns

Computer Programming:
- Languages: Objective-C, C++, C, Java, Python, C#, FORTRAN and others
- Environments: XCode, Instruments, Eclipse, Visual Studio and others

Version Control and Software Configuration Management:
- DVCS: Git / VCS: SVN

Technologies:
- Computer Graphics: Core Animation, Quartz 2D, OpenGL ES
- Data storage/interchange: SQLite, Core Data, XML, JSON
- Communication & Networking: Web Services, WSDL, SOAP, REST, Bonjour, HTTP, TCP, UDP

Productivity Applications:
- TEX: LaTeX, BibTeX

Operating Systems:
- Apple OS X, Microsoft Windows family and UNIX variants