

Eduardo Rodrigues

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Education

Center of Informatics of the Federal University of Pernambuco - CIn/UFPE

Recife, Pernambuco, Brazil

UNDERGRADUATE STUDENT IN COMPUTER SCIENCE

2013 - present

Experience

Voxar Labs - CIn/UFPE

Recife, Pernambuco

RESEARCHER

2015 - today

- Academic research focused in mixed reality, 3D interfaces, multiple target tracking, computer graphics, computer vision and augmented reality. The results can be found in my personal website.
- Advisor: Veronica Teichrieb

SUATI

Recife, Pernambuco

SOFTWARE ENGINEER (INTERNSHIP)

2015 - 2016

- Refactoring of the data layer code and implementation of new features on the company's major product.

Young Talents for Science - CAPES

Recife, Pernambuco

RESEARCHING

2015 - 2016

- Academic research program where I created a computer vision algorithm using openCV to count bat populations based on a statistical approach.

Research and Development

Samsung

Voxar Labs

RESEARCHER/DEVELOPER

Set. 2017 - present

- Image and video processing

Voxar Labs

Voxar Labs

RESEARCHER/DEVELOPER

Jan. 2017 - Jul. 2017

- Mixed Reality TVs

SimplifiqueGP

Voxar Labs

DEVELOPER

Jul. 2016 - Dec. 2016

- 3D rendering and BIM manipulation

Voxar Labs

Voxar Labs

RESEARCHER / DEVELOPER

Mar. 2015 - Jun. 2016

- S.I.R.A.C

Languages

Portugues

NATIVE

English

INTERMEDIATE

Programming skills

Languages

C/C++, C#, PYTHON, JAVA

Libraries and tools

OPENCV, OPENGL, UNITY3D, GIT, VISUAL STUDIO, TERMINAL

Teaching experience

Teaching Assistant

ALGEBRA FOR COMPUTER SCIENCE

Informatics Center - UFPE

Aug. 2014 - Dec. 2014

Teaching Assistant

PROGRAMMING INTRODUCTION

Informatics Center - UFPE

Jan. 2014 - Jul. 2014

Publications

- [1] **Mixed Reality TVs: Applying Motion Parallax for Enhanced Viewing and Control Experiences on Consumer TVs.** Rodrigues, Eduardo, Lucas Silva Figueiredo, Lucas Maggi, Edvar Neto, Layon Tavares Bezerra, João Marcelo Teixeira, and Veronica Teichrieb. *Symposium on Virtual and Augmented Reality (SVR)* . 2017.
- [2] **Multi-objective tracking applied to bat populations.** Rodrigues, Eduardo, João Marcelo Teixeira, Veronica Teichrieb, and Enrico Bernard. *Symposium on Virtual and Augmented Reality (SVR)* . 2016.

Projects

UnityRTGI

A UNITY ENGINE PROJECT WHERE THE USER CAN IMPORT .OBJ EXTENSION FILES IN EXECUTION TIME WITHOUT THE NEED OF COMPILING THE ASSET WHEN THE PROJECT IS BUILT. YOU JUST HAVE TO ENTER WITH THE LINK OF THE .OBJ FILE AND THE SCRIPT WILL DOWNLOAD IT AND RENDER IT ON THE SCENE. IT ALSO WORKS WITH LOCAL FILES. (C#/UNITY3D)

x:pression

A COMPUTER VISION ALGORITHM THAT MAKE A REAL TIME TRACKING OF THE USER'S FACE AND DETECT THE USER'S ACTUAL EMOTION BASED ON THE EXTRACTED FEATURES. (C++/CLM-FRAMEWORK)

MONO

A GAME JAM PROJECT THAT IS A PUZZLE/PLATFORM GAME WHERE THE PLAYER CHANGES THE WORLD COLORS BETWEEN BLACK AND WHITE TO OVERCOME THE PROPOSED CHALLENGES. (C#/UNITY)

Features Extractor

A COMPUTER VISION ALGORITHM USING OPENCV LIBRARY THAT EXTRACT FEATURES OF A GIVEN TEXTURE, CAPTURE THE WEBCAM IMAGE IN REAL TIME, FIND THE TEXTURE AS A SURFACE ON THE IMAGE, CALCULATE THE POSE OF THE DETECTED SURFACE AND RENDER A 3D OBJECT ON THE SURFACE USING THE TEXTURE AS AN AR MARKER.

(C++/OPENCV/OPENGL)

3D Render

3D RENDER: BASIC RENDERING PROGRAM OF A 3D WORLD WITH AN OBJECT LOADER FOR .OBJ EXTENSION FILES USING OPENGL. (C++/OPENGL)

Awards

NATIONAL

Jul. 2016 **Codecup Hackaton**, Second Place

Pernambuco, Brazil

Jun. 2015 **Codecup Hackaton**, First Place

Pernambuco Brazil