

Eduardo Henrique de Mesquita Rodrigues

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eduardohmrodrigues.github.io

EDUCATION

Universidade Federal de Pernambuco, Campus Recife
Undergraduate Student in Computer Science
December/2017

WORK EXPERIENCE

- 3/16 - Present Voxar Labs
Researcher/Software Developer
Academic research focused in multiple target tracking, computer graphics, computer vision and augmented reality (C++/Unity/C#)
Site link: <http://www.cin.ufpe.br/~voxarlabs/Home.html>
- 8/15 - 2/16 SUATI
Software Engineer (Intern)
Refactoring of the data layer code (C#)
Implementation of new features on the company's major product (C#)
Site link: <http://www.suati.com.br/>
- 3/15 - 2/16 Young Talents for Science
Researcher/Software Developer
Academic research program where I created a computer vision algorithm using openCV to count bat populations using statistical approaches (C++)
Site link:
<http://www.capes.gov.br/bolsas/programas-especiais/jovens-talentos-para-a-ciencia>

TECHNICAL SKILLS

Programming Languages:

C# and C++	Experienced Programmer
Java	6 months
SQL	6 months

Tools/Libraries:

Unity Engine
OpenCV
OpenGL

Applications:

Visual Studio
GIT
Team Foundation Server
Eclipse

MAJOR PROJECTS

- Fall 2016 Unity Editor Tools: I have created a set of editor scripts with the things that I am learning about Editor Scripting. (Unity/C#)
Link: <https://github.com/eduardohmrodrigues/UnityEditorTools>

Fall 2016	<p>UnityRTGI: A script for Unity Engine 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. (Unity/C#)</p> <p>Link: https://github.com/eduardohmrodrigues/UnityRTGI</p>
Summer 2016	<p>MONO: (In Progress) 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. (Unity/C#)</p> <p>Link: https://github.com/eduardohmrodrigues/MONO</p>
Spring 2016	<p>x:pression: (In Progress) 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)</p> <p>Link: https://github.com/eduardohmrodrigues/x-expression</p>
Summer 2016	<p>S.I.R.A.C: A computer vision algorithm that track bats in a clutter environment to account the population of their colony. The algorithm is able to start detections, treat wrong or lost detections and process the detections in progress. A 3D viewer was also implemented in order to help the analysis of the tracked flights by researchers in areas like biodiversity and biology. (C++)</p>
Fall 2015	<p>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 project a 3D object on the surface using the texture as an AR marker. (C++)</p> <p>Link: https://github.com/eduardohmrodrigues/FeaturesExtractor</p>
Fall 2015	<p>3D Render: Basic rendering program of a 3D world with an object loader for .obj extension files using OpenGL. (C++)</p> <p>Link: https://github.com/eduardohmrodrigues/3D-Render</p>

Publications

Scientific Article	<p>Multi-objective Tracking Applied to Bat Populations Eduardo Rodrigues; João Marcelo Teixeira; Veronica Teichrieb; Enrico Bernard 2016 XVIII Symposium on Virtual and Augmented Reality (SVR) Pages: 155 - 159, DOI: 10.1109/SVR.2016.35 IEEE Conference Publications</p>
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AWARDS AND LEADERSHIP

2nd place in CodeCup Hackaton, July 2016
1st prize in CodeCup Hackaton, June 2015
Teaching assistant of algebra for computing class, September 2014
Teaching assistant of programming introduction class, January 2014