Eduardo Henrique de Mesquita Rodrigues

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github.com/eduardohmrodrigues 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	UnityRTGI: An asset for unity engine, where the user can load local or online .obj files and render them in execution time without the need of compile the asset with the game. (Unity/C#) Link: https://github.com/eduardohmrodrigues/UnityRTGI
Summer 2016	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 solve the puzzles and advance in the history. (Unity/C#) Link: https://github.com/eduardohmrodrigues/MONO
Spring 2016	x:pression: (In Progress) A computer vision algorithm that make a real time tracking of the user's face and detect the actual emotion based on the extracted features. (C++/CLM-Framework) Link: https://github.com/eduardohmrodrigues/x-pression
Summer 2016	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++)
Fall 2015	Features Extractor: A computer vision algorithm using OpenCV library that extract features of a given texture, find the texture as a surface on the webcam image, calculate the pose of the detected surface and project a 3D object on the surface. (C++) Link: https://github.com/eduardohmrodrigues/FeaturesExtractor
Fall 2015	3D Render: Basic rendering program of a 3D world with an object loader for .obj extensions using OpenGL. (C++) Link: https://github.com/eduardohmrodrigues/3D-Render

Publications

Scientific Article	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

AWARDS AND LEADERSHIP

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