

Filipe de Carvalho Nascimento

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Education	PhD's degree in Computer Science	2017 - Present
	Institute of Mathematics and Computer Science (ICMC) University of São Paulo (USP), São Carlos, São Paulo, Brazil	
	Master's degree in Computer Science	2013 - 2016
	Institute of Mathematics and Computer Science (ICMC) University of São Paulo (USP), São Carlos, São Paulo, Brazil	
	Bachelor of Computer Science	2008 - 2012
	Institute of Mathematics and Computer Science (ICMC) University of São Paulo (USP), São Carlos, São Paulo, Brazil	
Languages	Portuguese, English, French (Débutant), Japanese (Beginner)	
Programming Languages	C/C++(preferred)/Python/R	
Professional Experience	Software Engineering Intern at Google Inc. (YouTube) Jan 2016 - Mar 2016 Worked on 360° video support on Sony's PlayStation 4 VR.	
Research Experience	Multimaterial Fluid Simulation for Computer Graphics Sep 2014 - Feb 2015 Visiting Scholar at University of Waterloo (UW), Waterloo, Ontario, Canada Supervisor: Christopher Batty Approximating implicit curves on plane and surface triangulations with affine arithmetic (AA) 2013 - 2014 Paper published at Computers & Graphics Journal (CAG), Volume 40, Pages 36-48. Approximating implicit curves on triangulations with AA 2012 Paper published at XXV SIBGRAPI Conference on Graphics, Patterns and Images, 2012. Proceedings of XXV SIBGRAPI. IEEE Press: IEEE Press, 2012. p. 94-101. Reliable polygonal approximation of implicit curves Undergraduate Research supported by FAPESP 2011-2012 Supervisor: Afonso Paiva	
Extracurricular Activities	Programming Contests Participating as coach in the ACM-ICPC 2014 World Finals 2013 - 2014 <ul style="list-style-type: none">ACM-ICPC Latin America Regional Contest (1st Place) As competitor participated in: <ul style="list-style-type: none">ACM-ICPC Brazilian Regional Contest 2009-2012ACM-ICPC Latin America Regional Contest 2009 Advanced Algorithms Laboratory Course March 2013 - July 2013 Teaching Assistant	
Personal Projects	github.com/filipecn - small web applications, scripts, game engines and graphics libraries.	