Filipe de Carvalho Nascimento

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Education	**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)

Professional Experience	**Software Engineering Intern at Google Inc. (YouTube)** Jan 2016 - Mar 2016
	Worked on Sony's PlayStation 4 and Computer Graphics related project.

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, May 2014, 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
- ACM-ICPC Latin America Regional Contest (1st Place)

As competitor participated in:
- ACM-ICPC Brazilian Regional Contest   2009-2012
- ACM-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.