

Ricardo Rossiter Barioni

Curriculum Vitae

PERSONAL DETAILS

<i>Birth</i>	April 22, 1996
<i>Phone</i>	55-81-985582677
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<i>Github</i>	github.com/rrbarioni

PUBLICATIONS

- HuTrain: a Framework for Fast Creation of Real Human Pose Datasets** Jul 2020
Poster (accepted for publication) at 2020 21st International Symposium on Mixed and Augmented Reality (ISMAR)
- Songverse: a music-loop authoring tool based on Virtual Reality** Jul 2020
Extended Paper (accepted for publication) at 2020 11st Journal on Interactive Systems (JIS)
- Usability and effects of text, image and audio feedback on exercise correction during augmented reality based motor rehabilitation** Sep 2019
Elsevier Computer & Graphics (C&G) Special Issue at 2019 21th Symposium on Virtual and Augmented Reality (SVR)
- BalletVR: a Virtual Reality System for Ballet Arm Positions Training** Aug 2019
Full paper at 2019 21th Symposium on Virtual and Augmented Reality (SVR)
- Songverse: a music-loop authoring tool based on Virtual Reality** Aug 2019
Full paper at 2019 21th Symposium on Virtual and Augmented Reality (SVR)
- Human Pose Tracking from RGB Inputs** Aug 2018
Full paper at 2018 20th Symposium on Virtual and Augmented Reality (SVR)
- ARkanoidAR 2.0: Otimizações em uma solução de realidade aumentada com base em testes de usabilidade** Aug 2018
Poster at 2018 26th Congresso Brasileiro de Engenharia Biomédica (CBEB)

ARkanoidAR: an Augmented Reality System to Guide Biomechanical Movements at Sagittal Plane

Jun 2017

Full paper at 2017 19th Symposium on Virtual and Augmented Reality (SVR)

EXPERIENCE

Academic Research

Jan 2018 - Ongoing

Voxar Labs, Recife, BR

Academic researches focused in natural interaction and machine learning.

Technique enhancement of human pose estimation methods from RGB inputs.

Academic Research

Mar 2019 - Ongoing

CIn Projeto Samsung, Recife, BR

Enhancement of user experience on extended realities, in collaboration with Voxar Labs.

Academic Research

Jul 2017 - Mar 2019

CIn Projeto Samsung, Recife, BR

Enhancement of computer vision's state of art methods, in collaboration with Voxar Labs.

Undergraduate Research

Aug 2016 - Nov 2017

Voxar Labs, Recife, BR

Academic researches focused in natural interaction and augmented reality.

Technique enhancement of therapeutic exercise orientations on augmented reality applications using biomechanical gestures recognition and functional gestures recognition methods exploration.

Undergraduate Research

May 2017 - Jun 2017

Voxar Labs, Recife, BR

Academic researches focused in data visualization.

Development of a web tool for analyzing bat populations from thermal images obtained on caves.

EDUCATION

MSc. in Computer Science

Aug 2018 - Ongoing

Federal University of Pernambuco (UFPE), Recife, BR

BSc. in Computer Science

Apr 2014 - Jul 2018

Federal University of Pernambuco (UFPE), Recife, BR

LEADERSHIP AND AWARDS

Publication at Congresso Brasileiro de Engenharia Biomédica 2018 (CBEB)

Oct 2018

Hotel Atlântico Búzios, Búzios, BR

Participation and Presentation at Symposium on Virtual and Augmented Reality 2017 (SVR)

Nov 2017

PUCPR, Curitiba, BR

**Volunteer at Olimpíada Brasileira de Robótica
2017 (OBR)**

Aug 2017

Arena Pernambuco, São Lourenço da Mata, BR

**Participation at International Free Software Forum
2017 (FISL)**

Jul 2016

PUCRS Center of Events, Porto Alegre, BR

**Teacher Assistant of Algorithms and Data Structures
Federal University of Pernambuco (UFPE), Recife, BR**

Mar 2015 - Mar 2016

Awarded B in First Certificate in English (FCE)

Jan 2013

University of Cambridge, UK

SKILLS

<i>Languages</i>	Portuguese (mother tongue), English (fluent)
<i>Software</i>	Python, PyTorch, Keras, OpenCV, C++, Java, Git
<i>Interests</i>	Augmented Reality, Data Visualization, Natural Interaction, Machine Learning, Computer Vision