

# Ricardo Rossiter Barioni

*Curriculum Vitae*

## PERSONAL DETAILS

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

## PUBLICATIONS

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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 (Accepted for publication)

Aug 2019

*Full paper at 2019 21th Symposium on Virtual and Augmented Reality (SVR)*

Songverse: a music-loop authoring tool based on Virtual Reality (Accepted for publication)

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 2018 (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

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Academic Research  
Voxar Labs, Recife, BR

Jan 2018 - Ongoing

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**

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#### **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**

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#### **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)**  
*University of Cambridge, UK*

Jan 2013

## **SKILLS**

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