

Ricardo Rossiter Barioni

Curriculum Vitae

PERSONAL DETAILS

Birth April 22, 1996
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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) <i>Hotel Atlântico Búzios, Búzios, BR</i>	Oct 2018
Participation and Presentation at Symposium on Virtual and Augmented Reality 2017 (SVR) <i>PUCPR, Curitiba, BR</i>	Nov 2017
Volunteer at Olimpíada Brasileira de Robótica 2017 (OBR) <i>Arena Pernambuco, São Lourenço da Mata, BR</i>	Aug 2017
Participation at International Free Software Forum 2017 (FISL) <i>PUCRS Center of Events, Porto Alegre, BR</i>	Jul 2016
Teacher Assistant of Algorithms and Data Structures <i>Federal University of Pernambuco (UFPE), Recife, BR</i>	Mar 2015 - Mar 2016
Awarded B in First Certificate in English (FCE) <i>University of Cambridge, UK</i>	Jan 2013

PUBLICATIONS

BalletVR: a Virtual Reality System for Ballet Arm Positions Training (Accepted for publication) <i>Symposium on Virtual and Augmented Reality 2019 (SVR)</i>	Aug 2019
Songverse: a music-loop authoring tool based on Virtual Reality (Accepted for publication) <i>Symposium on Virtual and Augmented Reality 2019 (SVR)</i>	Aug 2019
Human Pose Tracking from RGB Inputs <i>Symposium on Virtual and Augmented Reality 2018 (SVR)</i>	Aug 2018
ARkanoidAR 2.0: Otimizações em uma solução de realidade aumentada com base em testes de usabilidade <i>Congresso Brasileiro de Engenharia Biomédica 2018 (SVR)</i>	Aug 2018
ARkanoidAR: an Augmented Reality System to Guide Biomechanical Movements at Sagittal Plane <i>Symposium on Virtual and Augmented Reality 2017 (SVR)</i>	Jun 2017

SKILLS

Languages Portuguese (mother tongue)

English (fluent)

Software

Python, PyTorch, Keras, OpenCV, C++, Haskell,
OpenGL, Javascript, Java, Git

Interests

Augmented Reality, Data Visualization, Natural Interaction,
Machine Learning, Computer Vision