

# 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>Linkedin</i>	linkedin.com/in/rrbarioni
<i>Github</i>	github.com/rrbarioni

## EXPERIENCE

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### Academic Research

Jul 2017 - Ongoing

*Voxar Labs / Projeto Samsung*

Enhancement of computer vision and machine learning's state of art methods, in collaboration with Projeto Samsung.

### Undergraduate Research

Aug 2016 - Nov 2017

*Voxar Labs*

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*

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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### BSc. in Computer Science

Apr 2014 - Ongoing

*Federal University of Pernambuco (UFPE), Recife, BR*

## LEADERSHIP AND AWARDS

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### Awarded B in First Certificate in English (FCE)

Jan 2013

*University of Cambridge, UK*

### Teacher Assistant of Algorithms and Data Structures

Mar 2015 - Mar 2016

*Federal University of Pernambuco (UFPE), Recife, BR*

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

Jul 2016

*PUCRS Center of Events, Porto Alegre, BR*

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

*Arena Pernambuco, São Lourenço da Mata, BR*

Aug 2017

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

*PUCPR, Curitiba, BR*

Nov 2017

## **PUBLICATIONS**

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

*Symposium on Virtual and Augmented Reality 2017 (SVR)*

Jun 2017

## **SKILLS**

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<i>Languages</i>	Portuguese (mother tongue) English (fluent)
<i>Software</i>	JAVA, JAVASCRIPT, GIT, KINECT, OPENGL/WEBGL, OPENCV, SQL, PYTHON, KERAS, HASKELL, C++
<i>Interests</i>	Augmented Reality, Data Visualization, Natural Interaction, Machine Learning, Computer Vision