

Ricardo Rossiter Barioni

Curriculum Vitae

PERSONAL DETAILS

<i>Birth</i>	April 22, 1996
<i>Address</i>	415 Dom José Lopes St, Boa Viagem, Recife, PE, Brazil
<i>Phone</i>	55-81-985582677
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<i>Github</i>	github.com/rrbarioni

EXPERIENCE

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

BSc. in Computer Science

Apr 2014 - Ongoing

Federal University of Pernambuco (UFPE), Recife, BR

LEADERSHIP AND AWARDS

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

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

Symposium on Virtual and Augmented Reality 2017 (SVR)

Jun 2017

SKILLS

Languages

Portuguese (mother tongue)
English (fluent)

Software

JAVA, JAVASCRIPT, GIT, KINECT, OPENGL/WEBGL, SQL,
PYTHON, HASKELL, C++

Interests

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