

230 N 21st St - Unit 611
Philadelphia, PA - 19103

RAFAEL CAMPOS

215 796 0308
rafaelcdn@gmail.com
www.campos.cc

EMPLOYMENT

R&D FX Software Developer Intern

DreamWorks Animation

May 2015 - Aug 2015
Glendale, CA

- Implemented geometry deformation tools using warping and morphing algorithms.
- Developed a Houdini plugin for fluid self-advection with OpenVDB.
- Created and deployed installer scripts for OpenVDB on Mac OS X

Software Developer

Credit Suisse

Jan 2011 - April 2013
São Paulo, SP, Brazil

- *Financial Collaterals*: Designed and implemented modules for the accounting of untracked securities.
- *Digital Signing System*: Developed a trade approval and confirmation web application for foreign exchange transactions.

Software Developer Intern

Credit Suisse

Jan 2010 - Dec 2010
São Paulo, SP, Brazil

- *Institutional Website*: Designed, developed and maintained the corporate website.
- *Trading System*: Maintained and extended the front-end for booking clients' transactions.

EDUCATION

Philadelphia, PA

Drexel University

Fall 2014 - Spring 2016

- BSMP Fulbright Scholarship for Graduate Study Recipient
- MSc. in Computer Science, focus on Computer Graphics.
- Conducting research on Volumetric Morphing with Level Sets under supervision of Prof. David Breen in collaboration with Ken Museth.

São Carlos, SP, Brazil

Federal University of São Carlos

March 2005 - June 2010

- BEng. in Computer Engineering with emphasis on Software Engineering.

TECHNICAL EXPERIENCE & PROJECTS

- **Google Summer of Code** (Summer 2013). Implemented volume data structure support for use in volume rendering on the new Blender render engine using the OpenVDB library.
- **Google Summer of Code** (Summer 2009). Implemented a ray-tracer prototype for Aqsis, a Renderman-compliant renderer.
- **ACM Siggraph Conference** (Summer 2009). Attended the conference as a student volunteer and assisted the organization, working on the International Visitors Desk.

LANGUAGES & TECHNOLOGIES

- **C; C++; Python**; Bash scripting; Development on Mac OS X and Linux; Version control with **git** and **SVN**.
- High Performance Computing (**SSE Intrinsics**); Multithreading (**intel tbb**);
- Graphics programming: **OpenGL**; **GLSL** Shading; Volumetric Data Sets and Rendering (**OpenVDB**);
- Plug-in and digital assets development for **Houdini**; Experience with the **Houdini HDK**;
- Experience with the **boost** libraries; **OpenImageIO**;