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RAFAEL CAMPOS

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**.
- Graphics programming: OpenGL; GLSL Shading; Volumetric Data Sets and Rendering (*OpenVDB*); Houdini HDK
- Multithreading (*tbb*); Experience with the *boost* libraries; OpenImageIO;