London, UK - E17

RAFAEL CAMPOS

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EMPLOYMENT

Graphics R&D Software Developer — **Framestore** — **Sept 2016 - Current**, *London, UK*

- Worked on further developing and maintaining the in-house fluid simulation tool.

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.
- Conducted research on Volumetric Morphing with Level Sets under supervision of Prof. David Breen in collaboration with Dr. Ken Museth.

São Carlos, SP, Brazil — **Federal University of São Carlos** — **March 2005 - June 2010**

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

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 (Houdini HDK)** and **Maya (Maya API)**;
- Experience with the ***boost*** libraries; **OpenImageIO;**