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Professional Profile

Software Engineer based in Rio de Janeiro with a large experience in the Industry, mostly at the Entertainment and Oil & Gas field. As a career goal, I have been seeking to work in the Gaming field as a Developer.

Relevant Experience

Apr 2013 – Current Job

Researcher – EMC – BRDC Center - Rio de Janeiro, Brazil
http://www.emc.com/brazilresearch

Summary:

As a researcher, design new technologies through experimentation, data interpretation and discoveries are part of the main duties. The main focus areas are Big Data and Oil & Gas hard problems. During this time, I had been exposed to a variety of unsolved problems from the industry, languages such C/C++ and python, and Agile Methodologies like Scrum, performing the Scrum Master Role.

Dec 2012 – Apr 2013

Researcher Intern – Schlumberger – BGDC Center - Rio de Janeiro, Brazil
http://www.slb.com

Summary:

Create solutions to the SLB's Petrel Software for Seismic Interpretation. As a researcher, an optimized Petrel's signal filter algorithms used to manipulate the data of seismic cubes was developed. Heavily programming skills were required such as GPU Programming languages, NVidia's Cuda for instance, to parallelize it and obtain a better performance of these algorithms

May 2012 – Oct 2012

Game Developer – Nano Studio - Rio de Janeiro, Brazil
http://www.nanogames.com.br

Summary:

Develop games for mobile and web platforms. The role includes most of the game developing areas like AI, UI, gameplay and others. The project crafted is called Favela Wars. It is a turn based strategy game based on Rio de Janeiro in a near future. The developing was mostly in Unity3D using C#, but other technologies were applied like Objective C and Java. The game was released in the same year. More information at www.favelawars.com

Mar 2011 – Oct 2011

C#/Unity3D Developer – Brazilian Navy - Niterói, Brazil
http://www.mar.mil.br

Summary: Create serious games to help improving sailors' skills. The project I took place worked focused on creating a new bridge simulator using current computer graphics capabilities. My duties include general AI inside of the simulation and the UI.

Oct 2010 – Mar 2011 *Software Engineer* – ADDLabs - Niterói, Brazil
http://www.addlabs.uff.br

Summary: Plan and Implement applications to the Oil Industry Using Artificial Intelligence Techniques and Numerical Methods. All systems were implemented in C/C++, Oracle and Microsoft Foundation Class Library(MFC). Both front-end and back-end parts of the implementation, bug fixes, backup procedures, version control using SVN, meeting customers and define requirements of the software, provide support to other members of the team were my responsibilities.

Main Technical Skills

Programming Languages	C/C++, C#, Cuda, Python, Shell Script
Tools	Unity3D, XCode, Visual Studio, Git, SVN, Jenkins, Postgres
Platforms	Linux, Mac, Windows, iOS
Methodologies	Scrum(Team and Master), Kanban(Certified)

Education

M.Sc., Computer Science/Visual Computing - Universidade Federal Fluminense, Niterói, Brazil - 2013
B.Sc., Computer Science - Universidade Federal Fluminense, Niterói, Brazil - 2010

Publications/Presentations

• A Parallel Fipa Architecture Based on GPU for Games and Real Time Simulations	ICEC 2012 Bremen, Germany
• Mapping a Path-Finding Multiagent System based on Fipa Specification to GPU Architectures	SBGames 2011 Salvador, Brazil
• Mapping Multiagent Systems based on Fipa Specification to GPU Architectures	Videojogos 2010 Lisboa, Portugal

More Information

- Personal Website/Portifolio: http://kaze.io
- LinkedIn: http://br.linkedin.com/in/luizgosantos/en