Professional Profile

Talented Software Engineer with a large experience in the Brazilian Industry, mostly at the Entertainment and Oil & Gas field. Dedicated, patient and creative professional with passion to solve new and hard problems. Also, is known by his self-organization, quick adaptation to new work process, programming languages tools and software applications.

Education

M.Sc., Computer Science/Visual Computing - Universidade Federal Fluminense - 2013
GPA: 8.6/10.0
Courses Included: Computer Graphics; Multimedia Systems; Algorithm Optimization; Parallel Algorithms; Data Structures

Relevant Experience

Apr 2013 – Current Job

Researcher – EMC – BRDC Center - Rio de Janeiro, Brazil

http://www.emc.com

Summary:

Provide new technologies to the Oil & Gas market focused on Big Data and Analytics research. As a researcher I am responsible for proposing and develop projects that will optimize the Oil & Gas Process using Big Data and EMC technologies such as Isilon and Greenplum.

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, I developed and optimized Petrel's signal filter algorithms used to manipulate the data of seismic cubes. I used GPU Programming languages such as NVidia's Cuda 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 / http://www.favelawars.com

Summary:

Develop games for mobile and web platforms. My job included most of the game developing areas like AI, UI, gameplay and others. The project o took part of is called Favela Wars. It is a turn based strategy game set at Rio de Janeiro in a near future. It is already released to web/facebook platform.

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've worked focused on creating a new bridge simulator using current computer graphics capabilities. I was responsible for the general AI inside of the simulation and the UI.

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

Summary: Plan and Implement aplications 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). I was responsible for 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.

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

Main Technical Skills

Programming Languages	C/C++, C#, Java, Cuda, Shell Script, Javascript
Tools	Visual Studio, XCode, Unity3D, Postgres, SVN, Git
Platforms	Windows, Linux, Mac, iPhone
Methodologies	Scrum

More Information

- Personal Website/Portifolio: http://www.ic.uff.br/~lguilherme
- Linkedin: http://br.linkedin.com/in/luizgosantos/en
- Academic Advisor contacts are also available upon request