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Short resume:

MSc. student in Computer Science by UFRGS (Brazil), finishing on March, 2009.

Undergraduation average grade (from 0 to 10): 9

MSc. course average grade: A

Research interests: distributed simulation of virtual environments, massively multiplayer games, network simulation and optimization and distributed systems in general.

Languages:

Portuguese (mother language), English (fluent), French (basic) and German (basic).

Publications:

BEZERRA, Carlos Eduardo B.; CECIN, Fábio R.; GEYER, Cláudio F. R.;

A3: a novel interest management algorithm for distributed simulations of MMOGs

in: 12-th IEEE International Symposium on Distributed Simulation and Real Time Applications, 2008, Vancouver, BC, Canada.

VILANOVA, Felipe J.; BEZERRA, Carlos Eduardo B.; CRIPPA, Marcos R., CECIN, Fábio R.; GEYER, Cláudio F. R.;

P2PSE - A peer-to-peer support for multiplayer games

in: VII Brazilian Symposium on Computer Games and Digital Entertainment - Computing Track, 2008, Belo Horizonte, MG, Brazil.

ROCHA, Rodrigo; BESSA, Aline; BEZERRA, Carlos E. B.; MEDEIROS, Ivan; OLIVEIRA, Caio: BANDEIRA, H.:

Desenvolvendo um Motor Multiplataforma para Jogos 3D

in: VI Simpósio Brasileiro de Jogos para Computador e Entretenimento Digital - Trilha Computação, 2007, São Leopoldo, RS, Brazil.