

Curriculum Vitae

Carlos Eduardo Benevides Bezerra

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PhD candidate in UFRGS, Master in Computer Science (UFRGS) and Bachelor in Computer Science (UFBA). Solid knowledge of the languages C and C++, besides experience with Java, JavaScript, PHP, VisualBasic, SQL and long experience with Linux OS. Fluent in English, with basic knowledge of French, German and Italian.

University Education

- **PhD candidate in Computer Science, UFRGS**
Started in 2009. Expected conclusion in 2013
 - **Master in Computer Science, UFRGS**
Started in 2007. Concluded in 2009. Research area: distributed systems.
Work title: "Lidando com recursos escassos e heterogêneos em um sistema distribuído atuando como servidor de MMOG" (in english: Dealing with scarce and heterogeneous resources in a geographically distributed MMOG server system)
Advisor: Prof. Dr. Cláudio Fernando Resin Geyer
 - **Bachelor in Computer Science, UFBA**
Started in 2002. Concluded in 2007.
Work title: "QoS para jogos multijogador em redes IEEE 802.11" (in english: QoS for multiplayer games in IEEE 802.11 networks)
Advisor: Prof. Dr. George Marconi de Araújo Lima
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Foreign Languages

- **German** (basic) – german course: *Alles Gute!*.
 - **French** (basic) – course attended at the *Alliance Française*.
 - **Italian** (basic) – course attended at *Massolin de Fiori Società Italiana*.
 - **English** (fluent) – knowledge acquired as a self-teacher and by frequently using the language
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Professional Experience

- **2007 – P2PSE project - UFRGS**
Development (with C++) of the support for multiple servers in the P2PSE library for massively multiplayer online games.
 - **2006 – Interactive Digital Entertainment**
Development (with C++) of the game We Are The Champignons, with the InGE game engine.
 - **2006 – Interactive Digital Entertainment**
Development (with C and C++) of the network module of the InGE game engine, using XML and SDL (simple directmedia layer).
 - **2006 – CPD, UFBA**
Web development, with Java, Struts, Hibernate and PostgreSQL.
 - **2005 – Jabil Circuit**
Programming with VB, VB.net and Microsoft SQL Server, along with research on IEEE 802.11 wireless networks.
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List of Publications

2009

BEZERRA, Carlos Eduardo B.; COMBA, João L. D.; GEYER, Cláudio F. R.;
A fine granularity load balancing technique for MMOG servers using a kd-tree to partition the space
in: *VIII Brazilian Symposium on Computer Games and Digital Entertainment - Computing Track*, 2009, Rio de Janeiro, RJ, Brazil.

BEZERRA, Carlos Eduardo B.; GEYER, Cláudio F. R.;
A short study of the addition of an L4 cache memory with interleaved cache hierarchy to multicore architectures
in: *VII Workshop de Processamento Paralelo e Distribuído*, 2009, Porto Alegre, RS, Brazil.

BEZERRA, Carlos Eduardo B.; CECIN, Fábio R.; GEYER, Cláudio F. R.;
Modelos de Suporte Distribuído para Jogos Online Maciçamente Multijogador (in english: Distributed Support Models for Massively Multiplayer Online Games)
in: *Revista Diálogo*, La Salle, 2009.

BEZERRA, Carlos Eduardo B.; GEYER, Cláudio F. R.;
A load balancing scheme for massively multiplayer online games
in: *Multimedia Tools and Applications - Special Issue on Massively Multiplayer Online Gaming Systems and Applications*, v. 1, n. 1, pp. 263-289, Springer Netherlands, 2009.

BEZERRA, Carlos E. B.; GEYER, Cláudio F. R.;
Lidando com Recursos Escassos e Heterogêneos em um Sistema Distribuído Atuando como Servidor de MMOG
(in english: Dealing with scarce and heterogeneous resources in a geographically distributed MMOG server system)
Dissertation submitted for obtaining the degree of Master in Computer Science, Universidade Federal do Rio Grande do Sul (UFRGS), 2009, Porto Alegre, RS, Brazil.

2008

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.

2007

ROCHA, Rodrigo; BESSA, Aline; BEZERRA, Carlos E. B.; MEDEIROS, Ivan; OLIVEIRA, Caio; BANDEIRA, H.;
O Desenvolvimento de um Motor Multiplataforma para Jogos 3D (in english: Development of a Multiplatform Engine for 3D Games)
in: *VI Brazilian Symposium on Computer Games and Digital Entertainment - Computing Track*, 2007, São Leopoldo, RS, Brazil.

2006

BEZERRA, Carlos E. B.; LIMA, George M. A.;
QoS para Jogos Multijogador em Redes IEEE 802.11 (in english: QoS for Multiplayer Games in IEEE 802.11 Networks)
Work submitted for obtaining the degree of Bachelor in Computer Science, Universidade Federal da Bahia (UFBA), 2006, Salvador, BA, Brazil.
