

# Curriculum Vitae

## Carlos Eduardo Benevides Bezerra

---

Rua Veador Porto, 104, apt. 204  
Santana  
Porto Alegre, RS, Brazil  
90610-200

carlos.bezerra@inf.ufrgs.br  
(51) 8406 5986  
(51) 3013 3616

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*
- 

### Foreign Languages

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

### 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.*
-

---

## 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 (to appear)*, 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.;  
**A<sup>3</sup>: 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.

---