

Bruno Baère Pedrazzi Lomba de Araujo

SENIOR SOFTWARE ENGINEER · TECH LEAD

Rio de Janeiro, BRAZIL

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Summary

I am motivated by challenging tasks and to teach others about what I have learned. My experience as both an academic researcher and as a systems analyst helps me to approach, model, understand problems, and develop a solution. For publications, presentations, games developed, and extra-curricular courses, check the website above.

Work Experience

Instituto Tecgraf – PUC-Rio

Rio de Janeiro, Brazil

TECH LEAD

Feb. 2022, Present

- Tech lead in v3o2 project. Responsible for the teams' software architecture decisions, and representing the team. Programming in C++ 17.

Instituto Tecgraf – PUC-Rio

Rio de Janeiro, Brazil

SYSTEMS ANALYST

Jan. 2020, Jan. 2022

- C++ developer in v3o2 project. Programmed in C++ 17 using Qt, GTK+, and boost. Used version control in git and CI/CD with Gitlab.
- Technical interviewer in the recruitment process.
- Worked in a remote (work from home) environment, using VPN and SSH, coordinating using Jira and Slack.

Instituto Tecgraf – PUC-Rio

Rio de Janeiro, Brazil

PRODUCT OWNER

Feb. 2018, Jan. 2020

- Scrum Product Owner in v3o2 project. Responsible for the product value of various tools of the software dealing with geology and geophysics.
- Wrote and maintained the end-user product documentation for the tools I was responsible for.
- Established the recruitment interview process.
- Presented the product in client-held fairs to attract new users.

Instituto Tecgraf – PUC-Rio

Rio de Janeiro, Brazil

SYSTEMS ANALYST/RESEARCHER

Aug. 2011, Feb. 2018

- C++ developer in v3o2 project, a seismic and well data visualizer for Petrobras running on Linux RedHat/CentOS 5 using OpenGL 2, boost, and other open source and proprietary libraries. Implemented user interfaces using GTK+ and Qt. QA using GoogleTest, valgrind, and cppcheck.
- Wrote tools in Lua to generate and transform data for testing.
- Organized and wrote the documentation of the development environment setup for work from home.
- Worked on the upgrade to RedHat/CentOS 6.

ICAD/Visionlab – PUC-Rio

Rio de Janeiro, Brazil

RESEARCHER

Apr. 2009, Aug. 2011

- Researcher in games, digital entertainment, and simulations. Developed a shade tree editor in C# and Windows GDI for building DirectX shaders.

Education

PUC-Rio (Pontifícia Universidade Católica do Rio de Janeiro)

Rio de Janeiro, Brazil

M.Sc. IN COMPUTER SCIENCE

Feb. 2010, Aug. 2012

- Dissertation title: A study on dynamic difficulty adaptivity for shoot'em up games
- Granted 2 years of CAPES scholarship
- GPA: 3.89 (4.0 scale)

PUC-Rio (Pontifícia Universidade Católica do Rio de Janeiro)

Rio de Janeiro, Brazil

B.Sc. IN COMPUTER ENGINEERING

Feb. 2005, Dec. 2009

- Minor: Advanced studies in Mathematics

Skills

Programming & Tools

C, C++, C#, Lua, CMake, git, Linux

Certifications

Certified Scrum Master, Certified Product Owner (Scrum Alliance)

Languages

Portuguese (Native), English (Advanced)