Bruno Baère

Software Engineer

- April 16th, 1986 (35 years old)
- Rio de Janeiro, Brazil
- Available on request
- http://killerasus.github.io
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About me

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, to model, to understand problems, and to develop a solution. My analytical skills have been proven useful in detecting and preventing bugs and problems in systems modeling.

For publications, presentations, games developed, and extra-curricular courses, check the website above.

Skills

Programming: C, C++, C#, Lua
Libraries: Boost, Google Test, GTK, Qt
Certifications: Certified Scrum Master, Certified Product Owner (Scrum Alliance)
Languages: Portuguese (Native), English (Intermediate)
Test results: Cambridge English FCE grade B2 (2003)

Experience

Jan 2020 - Present
Systems Analyst — Instituto Tecgraf – PUC-Rio
C++ developer in v3o2 project using modern C++, Qt, GTK+, boost on Linux CentOS 7.

Feb 2018 - Jan 2020
Product Owner — Instituto Tecgraf – PUC-Rio
Scrum Product Owner in v3o2 project. Responsible for the product value of various parts of the software dealing with geology and geophysics. Responsibilities included: understand the client needs, propose a solution, create user stories for the development team, and manage client expectations.
- Wrote and maintained the end-user product documentation for the parts I was responsible for.
- Helped restructuring the recruitment interview process.
- Participated in client-held fairs to internally divulge the product for prospecting new users.
- Participated in industry and academic related fairs to attract new clients for the company.

Aug 2011 - Feb 2018
Systems Analyst/Researcher — Instituto Tecgraf – PUC-Rio
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.
- For Quality Assurance: testing in GoogleTest framework, valgrind, and cppcheck.
- Implemented interfaces using GTK+ and Qt.
- Organized and wrote the documentation of the development environment setup for work from home.
- Worked on the upgrade to RedHat / CentOS 6.
- Presented with colleagues a 2 day workshop on Scrum for team members

Apr 2009 - Aug 2011
Researcher — ICAD/Visionlab – PUC-Rio
Researcher in games, digital entertainment and simulations. C# programmer in a joint project with CENPES and USP. Developed a shade tree editor in C# and Windows GDI for building DirectX shaders for the proof tank visualizer project.

Mar 2009 - Dec 2009
Undergraduate Teaching Assistant — Department of Informatics – PUC-Rio
Worked as UTA for Introduction to Programming (C language) and Data Structures. Gave extra classes at Saturdays and post-class hours, resolving exercises and exams.

Oct 2008 - Mar 2009
Undergraduate Intern — ICA - Applied Computational Intelligence Lab – PUC-Rio
C# and Windows Forms developer.
- Developed a wrapper for GSLIB library in C#.
- Created a model for library documentation used by the lab.

Education

2010-2012
M.Sc. Computer Science — PUC–Rio
Advisor: Bruno Feijó
Dissertation title: A study on dynamic difficulty adaptivity for shoot'em up games
Granted 2 years of CAPES scholarship
Cum. GPA: 3.89 (4.0 scale)

2005-2009
B.Sc. Computer Engineering — PUC–Rio
Minor: Advanced studies in Mathematics
Final project title: A shade tree editor for OGRE materials
Granted 2 years of CNPQ scholarship