Bruno Baère Pedrazzi Lomba de Araujo

Date of birth: 16/04/1986 | **Nationality:** Italian, Brazilian | **Gender** Male |

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WORK EXPERIENCE

01/2020 – CURRENT – Rio de Janeiro, Brazil
SOFTWARE ENGINEER – INSTITUTO TECGRAF - PUC-RIO, COMPUTATIONAL GEOPHYSICS GROUP

C++ developer in v3o2 project. Development and support of the software.
- Programming in C++ 17 using Qt, GTK+, boost on Linux CentOS 7.
- Version control in git and CI/CD with gitlab.
- Worked in a remote (work from home) environment, using VPN and ssh, coordinating using Jira and Slack.

01/2018 – 01/2020 – Rio de Janeiro, Brazil
PRODUCT OWNER – INSTITUTO TECGRAF - PUC-RIO, COMPUTATIONAL GEOPHYSICS GROUP

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.

07/2011 – 2018 – Rio de Janeiro, Brazil
SOFTWARE ENGINEER – INSTITUTO TECGRAF - PUC-RIO, COMPUTATIONAL GEOPHYSICS GROUP

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

03/2009 – 08/2011 – Rio de Janeiro, Brazil
UNIVERSITY RESEARCH ASSISTANT – 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.

02/2009 – 12/2009 – Rio de Janeiro, Brazil
UNDERGRADUATE TEACHING ASSISTANT – DEPARTMENT OF COMPUTER SCIENCE - 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.

09/2008 – 03/2009 – Rio de Janeiro, Brazil

SOFTWARE ENGINEER INTERN – ICA - LABORATÓRIO DE INTELIGÊNCIA COMPUTACIONAL APLICADA - 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.

07/2006 – 08/2008 – Rio de Janeiro, Brazil
UNDERGRADUATE RESEARCH ASSISTANT INTERN – ICAD/VISIONLAB - PUC-RIO

Development of a simulation library for Torque Game Engine. Researched game engine use in fluid simulations, programmed in C++ using OGRE rendering engine. Granted 2 years of CNPQ scholarship.

● EDUCATION AND TRAINING

19/03/2014
CERTIFIED SCRUM PRODUCT OWNER – Scrum Alliance

https://badgecert.com/bc/html/publicgroup.html?k=bWZsU0tZbjlmQUN0U3lheG9KRkh6dz09

28/01/2014
CERTIFIED SCRUM MASTER

https://badgecert.com/bc/html/publicgroup.html?k=bWZsU0tZbjlmQUN0U3lheG9KRkh6dz09

01/02/2010 – 2012 – Rio de Janeiro, Brazil
M. SC. IN COMPUTER SCIENCE, COMPUTER GRAPHICS – Pontifícia Universidade Católica do Rio de Janeiro - PUC-Rio

01/02/2005 – 2009 – Rio de Janeiro, Brazil
B. SC. IN COMPUTER ENGINEERING – Pontifícia Universidade Católica do Rio de Janeiro - PUC-Rio

● LANGUAGE SKILLS

Mother tongue(s): PORTUGUESE

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● DIGITAL SKILLS

C++ | Lua | Linux | Git