

Bruno Baère Pederassi Lomba de Araujo

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EDUCATION	<i>M.Sc. in Computer Science, Computer Graphics</i> 2010 - 2012 Pontifícia Universidade Católica do Rio de Janeiro – PUC-Rio Advisor: Bruno Feijó Dissertation title: A study on dynamic difficulty adaptativity for games Granted 2 years of CAPES scholarship GPA/CR: 3.54 / 89%
	<i>B.Sc. in Computer Engineering</i> 2005 - 2009 Pontifícia Universidade Católica do Rio de Janeiro – PUC-Rio Minor: Advanced studies in Mathematics Final project title: A shade tree editor for OGRE materials Granted 2 years of CNPQ scholarship
	<i>Language proficiency: Cambridge English FCE grade B2</i> 2003

EXTRA-CURRICULAR COURSES	<i>Gamification</i> 2016 University of Pennsylvania on Coursera, 48h. Certificate WEVTGH9S3WK5.
	<i>A complexidade sensível: Um paralelo entre videogames e arte</i> 2016 Universidade Estadual de Campinas on Coursera, 14h. Certificate EC8XZEZZ26HY.
	<i>Oil & Gas Industry Operations and Markets</i> 2016 Duke University on Coursera, 10h. Certificate WEVTGH9S3WK5.
	<i>Petroleum geology for non-geologists</i> 2014 ABGP - The Brazilian Association of Petroleum Geologists, 20h.
	<i>Certified Product Owner</i> 2014 Knowledge21 - ScrumAlliance, 16h.
	<i>Certified Scrum Master</i> 2014 Knowledge21 - ScrumAlliance, 16h.
	<i>Automated tests with agile practices</i> 2013 Knowledge21, 16h.

EXPERIENCE	<i>Researcher / Senior Systems Analyst</i> Aug 2011 - Present TeCGraf – PUC-Rio, Computational Geophysics - V3O2 Project Worked in v3o2 project, a seismic data visualizer for Petrobras, as C++ developer and Scrum Master. <ul style="list-style-type: none">• Programmed various parts of the application, using OpenGL, OpenSceneGraph, GTK+, and boost.• Presented with colleagues a 2 day workshop on Scrum for team members.• Testing and quality assurance using GoogleTest framework, valgrind, and cp-pcheck.• Promoted and maintained the system for the upgrade to RedHat 6.• Documentation of development environment setup.
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<p><i>Researcher</i> 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# for building DirectX shaders for the proof tank visualizer project</p>	<p>Apr 2009 - Aug 2011</p>
<p><i>Undergraduate teaching assistant</i> 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.</p>	<p>Mar 2009 - Dec 2009</p>
<p><i>Intern</i> ICA - Laboratório de Inteligência Computacional Aplicada – PUC-Rio C# developer. Worked at FxANEEL project, developing part of the user interface with WindowsForms and XML database access. Developed a wrapper for GSLIB library in C# and created the model for library documentation used by the lab.</p>	<p>Oct 2008 - Mar 2009</p>
<p><i>Scientific Initiation</i> 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 and with Torque Game Engine. Granted 2 years of CNPQ scholarship.</p>	<p>Aug 2006 - Aug 2008</p>

PUBLICATIONS

Maria das G. de A. Chagas, **Bruno B. P. L. de Araujo**, Waldecir V. Faria, Cezar G. Loureiro, Maria I. M. M. Carmo, Nelson J. Donato, Tathiana S. T. Silva, Victoria D. Maidantchik, Yann L. M. de M. Marques. *Design de Jogos de RPG Digitais: Uma investigação sobre a experiência de jogo*. In: Proceedings of XIV Brazilian Symposium on Games and Digital Entertainment (SBGames 2015), Teresina, Piauí, Brazil, November 2015.

Paula C. Ribeiro, **Bruno B. P. L. de Araujo**, Alberto Raposo. *ComFiM: A Cooperative Serious Game to Encourage the Development of Communicative Skills between Children with Autism*. In: Proceedings of the XIII Brazilian Symposium on Computer Games and Digital Entertainment (SBGames 2014), Rio Grande do Sul, Brazil, November 2014. DOI: 10.1109/SBGAMES.2014.19

Bruno B. P. L. de Araujo, Bruno Feijó. *Evaluating dynamic difficulty adaptivity in shoot'em up games*. In: Proceedings of the XII Brazilian Symposium on Computer Games and Digital Entertainment (SBGames 2013), São Paulo, Brazil, October 2013.

COMPUTER SKILLS

Languages: C, C++, C#, Lua.
Software & Libraries: Visual Studio, NetBeans, vi, GTK+, OpenGL, ClanLib, löve2d, FlashPunk, GameMaker, Unity 3D, GoogleTest, boost.

CERTIFICATIONS

<p><i>Certified Scrum Product Owner</i> Certifier: Scrum Alliance License: 000304959</p>	<p>Valid: Mar 2014 - Mar 2018</p>
<p><i>Certified Scrum Master</i> Certifier: Scrum Alliance License: 000304959</p>	<p>Valid: Jan 2014 - Mar 2018</p>

EXTRA-CURRICULAR ACTIVITIES

Volunteer reviewer for Entertainment Computing 2016 - Present
Volunteer reviewer for Entertainment Computing, an Elsevier journal. ISSN 1875-9521.

Researcher at PUC-Rio's Game Design Research Group 2013 - Present
Associate researcher in the Arts & Design Department research group under prof. Maria das Graças Chagas advisory. Themes include player-NPC relationship and artificial intelligence.

SBGames 2011's Independent Games Festival contestant 2011
Contestant with the game Lights Out. Awarded with the third place in people's choice in the Art Game category.
<https://sites.google.com/site/bbaere/projetos-1/lights>

GAMES

Lights Out 2011
A puzzle-like art game for 2 players made in GameMaker 8.1. Presented at SBGames 2011, FILE Games 2012, Festival Games Brasil 2013. Role: programmer (GameMaker Scripting Language) and 2D artist.
<https://sites.google.com/site/bbaere/projetos-1/lights>

Seu Espião Safado! 2011
A print-and-play dice game for 3 players where 2 agents are trying to uncover a spy's secret (Brazilian Portuguese only). Role: game designer.
<https://sites.google.com/site/bbaere/projetos-1/seu-espiao-safado>

You Are Trash! 2009
A Java 2D game mix of puzzle and platformer, made in the Gamera project. Role: programmer and game designer.
<https://sites.google.com/site/bbaere/projetos-1/yat>

OTHER INFORMATION

Professional member of Sociedade Brasileira de Computação (SBC)
Lattes curriculum: <http://lattes.cnpq.br/0738342776987656>
Academic site: <http://www.icad.puc-rio.br/~baere>
ORCID: <http://orcid.org/0000-0002-9698-0570>
GitHub: <https://github.com/killerasus>