Bruno Baère

Software Engineer

- April 16th, 1986 (35 years old)
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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.

Skills

Programming: C, C++, C#, Lua
Libraries: 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++.

Feb 2018 - Jan 2020 — Product Owner — Instituto Tecgraf – PUC-Rio
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. I also wrote and maintained the product manual for the parts I was responsible for, and helped restructuring the recruitment interview process.

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 RedHat/CentOS 5 using OpenGL, GTK+, boost, and Qt. For QA used GoogleTest framework, valgrind, and cppcheck. I organized and wrote the documentation of the development environment setup for home office, and worked on the upgrade to RedHat/CentOS 6. I also 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# developer. Worked at FxANEEL project, developing part of the user interface with WindowsForms and XML. Developed a wrapper for GSLIB library in C# and created the 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: 3.54 (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

Other information

For publications, presentations, games developed, and extra-curricular courses, check the link on the sidebar.