

Bruno Baère Pederassi Lomba de Araujo

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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, 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.

EDUCATION

M.Sc. in Computer Science, Computer Graphics 2010 - 2012
Pontifícia Universidade Católica do Rio de Janeiro – PUC-Rio
Advisor: Bruno Feijó
Dissertation title: A study on dynamic difficulty adaptivity for games
Granted 2 years of CAPES scholarship
GPA/CR: 3.54 / 89%

B.Sc. in Computer Engineering 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

Language proficiency: Cambridge English FCE grade B2 2003

EXPERIENCE

Product Owner Feb 2018 - Present
Instituto Tecgraf – PUC-Rio, Computational Geophysics - v3o2 Project
Product Owner in v3o2 project. Responsible for the product value of Seismic Tie, Well Log Viewer, and Image Log Segmentation modules of the v3o2 application.

Senior Systems Analyst / Researcher Aug 2011 - Feb 2018
Instituto Tecgraf – PUC-Rio, Computational Geophysics - v3o2 Project
Worked in v3o2 project, a seismic data visualizer for Petrobras, as C++ developer, and Scrum Master.

- Programmed various parts of the application, using OpenGL, GTK+, and boost.
- Presented with colleagues a 2 day workshop on Scrum for team members.
- Testing and QA using GoogleTest framework, valgrind, and cppcheck.
- Promoted and maintained the system for the upgrade to RedHat 6.
- Documentation of the development environment setup.

Researcher Apr 2009 - Aug 2011
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.

Undergraduate teaching assistant Mar 2009 - Dec 2009
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.

Intern Oct 2008 - Mar 2009
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.

Scientific Initiation Aug 2006 - Aug 2008
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.

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.

EXTRA-CURRICULAR COURSES

Fundamentals of Project Planning and Management 2018
University of Virginia on Coursera, 8h.

O setor de games no Brasil: panorama, carreiras e oportunidades 2018
Universidade Federal do Rio Grande do Sul, 30h.

Introduction to User Experience Design 2017
Georgia Institute of Technology on Coursera, 10h. Certificate V8K283SJ8Q9T.

Gamification 2016
University of Pennsylvania on Coursera, 48h. Certificate WEVTGH9S3WK5.

A complexidade sensível: Um paralelo entre videogames e arte 2016
Universidade Estadual de Campinas on Coursera, 14h. Certificate EC8XZEZZ26HY.

Oil & Gas Industry Operations and Markets 2016
Duke University on Coursera, 10h. Certificate WEVTGH9S3WK5.

Petroleum geology for non-geologists 2014
ABGP - The Brazilian Association of Petroleum Geologists, 20h.

**COMPUTER
SKILLS**

Languages: C, C++, C#, Lua.
Softwares & Libraries: Visual Studio, NetBeans, vi (*Editors*); ClanLib, löve2d, GameMaker, Unity 3D (*Game engines*); GTK+, OpenGL, GoogleTest, boost (*Libraries*).

CERTIFICATIONS

Certified Scrum Product Owner
Certifier: Scrum Alliance License: 000304959

Valid: Mar 2014 - Mar 2020

Certified Scrum Master
Certifier: Scrum Alliance License: 000304959

Valid: Jan 2014 - Mar 2020

**EXTRA-
CURRICULAR
ACTIVITIES**

Co-organizer of PUC-Rio's Global Game Jam
Helped organize PUC-Rio's Global Game Jam.

Jan 2018

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

2016 - Present

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

2013 - Present

SBGames 2011's Independent Games Festival contestant
Contestant with the game Lights Out. Awarded with the third place in people's choice in the Art Game category.

2011

<https://sites.google.com/site/bbaere/projetos-1/lights>

GAMES

Lights Out
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.

2011

<https://sites.google.com/site/bbaere/projetos-1/lights>

Seu Espião Safado!
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.

2011

<https://sites.google.com/site/bbaere/projetos-1/seu-espiao-safado>

You Are Trash!
A Java 2D game mix of puzzle and platformer, made in the Gamera project. Role: programmer and game designer.

2009

<https://sites.google.com/site/bbaere/projetos-1/yat>

**OTHER
INFORMATION**

Lattes curriculum: <http://lattes.cnpq.br/0738342776987656>

GitHub: <https://github.com/killerasus>