

# José F. Silva Neto

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## Education and Qualifications

- **M.S.:** Computer Science, focusing on Image Processing and Graphics. August 2012 to October 2014  
**Institution:** Federal University of Rio Grande do Norte - UFRN  
**Advisor:** Bruno Motta de Carvalho.  
**Dissertation:** Fuzzy Segmentation of Three-Dimensional Objects with Textural Properties.
- **B.S.:** Computer Science. February 2009 to August 2012  
**Institution:** Federal University of Rio Grande do Norte - UFRN  
**Capstone project:** Texture Fuzzy Segmentation using Adaptive Affinity Functions and Skew Divergence.
- 1st place among 229 students that applied to the Computer Science course at UFRN in the year of 2009

## Computer Skills

**Main Skills:** Computer Graphics, Image Processing, Computer Vision.

**Languages:** C/C++, Python, C#, Java, Lua, Matlab.

**Libraries:** : OpenGL, OpenCV, Numpy.

## Publications

*José F. S. Neto, Waldson P. N. Leandro, Matheus A. Gadelha, Tiago S. Santos, Bruno M. Carvalho, Edgar Garduño. Texture Fuzzy Segmentation using Skew Divergence Adaptive Affinity Functions (**under review**)*

*Bruno M. Carvalho ; Edgar Garduño ; Tiago S. Santos ; Lucas M. Oliveira ; José F. S. Neto . Fuzzy segmentation of video shots using hybrid color spaces and motion information. Pattern Analysis and Applications (Print), v. 17, p. 013-0359-1, 2013.*

## Research and other activities

- **Fuzzy Segmentation of Three-Dimensional Objects with Textural Properties. (2012-2014)** Master project: This project presents a fuzzy segmentation algorithm that achieves the segmentation of textures by employing adaptive affinity functions as long as we extend the algorithm to threedimensional images. UFRN. Advisor: Bruno Motta de Carvalho.
- **Texture Fuzzy Segmentation using Adaptive Affinity Functions and Skew Divergence. (2011-2012)** Capstone project of my bachelor in Computer Science. This work discusses how affinity functions can be used as texture descriptors, presenting a fuzzy segmentation algorithm that employs the Skew

Divergence and the Gaussian Distribution as affinity functions, comparing the results obtained using these approaches. UFRN. Advisor: Bruno Motta de Carvalho.

- **Teaching Assistant**

*Algorithms and Data Structures. (2009 - 2010)* - Taught weekly discussion sessions for 2 classes (40 students in total) - Instructed students with C++ projects UFRN. Supervisor: Selan Rodrigues dos Santos.

*Elements of Mathematics for Computer Science. Fall 2013* - Taught Combinatorial Analysis and Probability for 1 class (30 students in total) - Elaborated materials and classes about these topics. UFRN. Supervisors: Bruno Motta de Carvalho and Joao Marcos de Almeida.

- **Teaching**

*Game Development with XNA - Summer School. UFRN, 2011* - Course of 2 weeks for a class with 40 students - 2D Side Scroller development - 3D Fundamentals(Camera Development, Illumination and HLSL)

- **Tutoring Education Program(PET)**

In the Tutoring Education Program we executed teaching activities (such as minicourses, lectures, teaching assistance), research (undergraduate research as volunteers) and extension activities outside the University.

- **Internships**

National Laboratory for Scientific Computing, Petropolis-RJ. July 2009 Development of a Multithread Library System (C++ and Windows) for a Remote Rendering Project. Advisor: Selan Rodrigues dos Santos.