

PEDRO BOECHAT

🏠 Birmingham, UK
☎ +44 07960 151972
✉ pboechat@gmail.com
🌐 pedroboechat.com

in [linkedin](#)
github
stackoverflow
YouTube [videos](#)

SUMMARY OF QUALIFICATIONS

Senior Programmer

- 12 years in the software industry
- 4 years in the academia

Computer Graphics Scientist

- 2 papers published in Siggraph Asia
- Main research topic: Procedural Generation

Indie Developer

- \$15k prize winner in a nationwide game contest in Brazil
- 10+ open source project using different technologies

WORK EXPERIENCE

Senior Programmer

Codemasters

Aug 2018 - Present

- Working in the new editor for the in-house engine used in the F1 game series:
 - Decoupled the entity system from the old editor and re-integrated it into the new editor.
 - Increased the robustness of the communication between the editor and the engine.
 - Extended the engine's entity system to support edit-time components.
 - Created a visual editor for the cutscene system scripting language.
- Performing general improvements to the asset cooking pipelines.
- Promoting TDD and automated tests.

Lead Programmer

Bongfish

Apr 2017 - Jul 2018

- Worked in the development of tools to synthesize realistic game scenery from real-world data for the new Microsoft Flight Simulator:
 - Used ML techniques to segment and classify data from aerial images.
 - Built a cloud-based system to run large scale processes.
 - Generated 3D models at run-time using procedural modeling techniques.

Senior Programmer

Bongfish

Apr 2016 - Apr 2017

- Worked in the development of the Frontline game mode for World of Tanks:
 - Helped implementing new game mechanics, such as the respawn system.
 - Refactored important entities, such as the in-battle inventory.

Research Assistant

Graz University of Technology

2014 - 2016

- Researched GPU programming techniques applied to procedural generation:
 - Co-authored 2 publications in Siggraph Asia (once as first author and another as collaborator).
 - Co-supervised 2 Master's students.
- Developed a procedural scene generator for Bongfish under grant program (Innovationscheck 2016).

WORK EXPERIENCE

Research Assistant	<u>Pontifical Catholic University</u>	2012 - 2014
<ul style="list-style-type: none">• Worked in the development of a virtual training application for oil platform workers written in Unity:<ul style="list-style-type: none">– Implemented head-tracking and stereoscopy using 3rd party tools– Deployed the application on the <u>largest digital CAVE in Brazil</u>.		
Lead Programmer	<u>Decatron</u>	2012 - 2012
<ul style="list-style-type: none">• Worked in the development of an online learning platform for bus transport professionals.		
Senior Programmer	<u>OWSE</u>	2011 - 2012
<ul style="list-style-type: none">• Worked in the development of an online maritime logistics system in one of the busiest port terminals in Brazil.		
Senior Programmer	<u>Message IT</u>	2009 - 2011
<ul style="list-style-type: none">• Developed the company's application framework and many of the company's internal tools.		
Programmer	<u>Message IT</u>	2007 - 2009
<ul style="list-style-type: none">• Worked in the development of an online billing system for Globosat, the biggest Pay-TV company in Brazil.		
Programmer	<u>Petrobrás Social Security Foundation</u>	2004 - 2006
<ul style="list-style-type: none">• Worked in the migration of company's loan system to the web.		

EDUCATION

Graz, Austria	Graz University of Technology	2014 - 2016
Ph.D. in Computer Graphics (Not completed)		
Rio de Janeiro, Brazil	Pontifical Catholic University	2012 - 2013
M.Sc. in Informatics, Major in Computer Graphics (GPA: 9,1)		
Rio de Janeiro, Brazil	Centro Universitário da Cidade	2008 - 2011
B.Sc. in Computer Science (Merit scholarship)		

AREAS OF EXPERTISE

Procedural generation, Graphics programming, Parallel/distributed programming, Engine programming, C++, C#, Python, Java, Javascript, OpenGL, Direct3D, GLSL, HLSL, CUDA, GPGPU, Software engineering, Test-driven development, People management