

PEDRO BOECHAT

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

🌐 linkedin
🐙 github
📖 stackoverflow
📺 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 [dblp]
- Main research topic: procedural generation

Indie Developer

- \$15k prize winner in a Brazilian game contest [newspaper article]
- 10+ open source projects using different technologies [github]

WORK EXPERIENCE

Senior Programmer

Codemasters

Aug 2018 - Present

Working in the development of a new world editor for the in-house engine. Performing general improvements to asset cooking pipeline.

Lead Programmer

Bongfish

Apr 2017 - Jul 2018

Led a multidisciplinary team in the development of novel tools to synthesize realistic game scenery from real-world data for an undisclosed AAA game for Microsoft. Used advanced ML techniques to segment and classify data from aerial images. Built system to run large scale processing in the cloud. Generated 3D models at run-time using advanced procedural modeling techniques.

Senior Programmer

Bongfish

Apr 2016 - Mar 2017

Worked in the development of the Frontline game mode for World of Tanks [read about it here]. Helped implementing many new game mechanics. Refactored important entities, such as the in-battle inventory.

Research Assistant

Graz University of Technology

May 2014 - Apr 2016

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

WORK EXPERIENCE

Research Assistant **Pontifical Catholic University** **2012 - 2014**

Worked in a virtual training application for oil platform workers. Implemented head-tracking and stereoscopy using 3rd party tools. Deployed the application on one of the largest digital CAVEs of Brazil [read about it here].

Lead Programmer **Decatron** **2012 - 2012**

Led a team of programmers in the maintenance of an online learning platform for bus transport professionals. Helped implementing a few development practices, such as TDD and Scrum.

Senior Programmer **OWSE** **2011 - 2012**

Aided in the development of an online maritime logistics system in one of the busiest port terminals in Brazil.

Senior Programmer **Message IT** **2009 - 2011**

Developed the company's application framework. Helped in the development of many company internal tools.

Programmer **Message IT** **2007 - 2009**

Aided in the development of an online billing system for Globosat, the biggest Pay-TV company in Brazil.

Programmer **Petrobrás Social Security Foundation** **2004 - 2006**

Aided in migrating to the web the loan system of the third largest pension fund company in Brazil.

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