

PEDRO BOECHAT

M.Sc. in Computer Graphics  
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## SUMMARY

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### Computer Graphics Scientist

- 2 papers published in Siggraph Asia [google scholar]
- Masters and Ph.D. topics aimed toward games [master thesis][source]

### Indie Game Developer

- OfficeTopia: \$15k competition prize winner [newspaper article]
- Bullets are Fatal: 12th place in Ludum Dare competition (graphics category) [page]

### Software Architect

- 3 years of experience in this role
- Spearheaded small projects ( $\sim 1$  yr./4 people) for elite companies in their industries

### Open Source Enthusiast

- 10+ open source projects using many different technologies [github]
- Contributor to homebrew Wii/PC game engine [source]

## WORK EXPERIENCE

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### Gameplay Programmer

Bongfish GmbH

April 2016 - Present

- Collaborating in the development of new game modes for well-established MMO (100+ million players)
- Implemented proof of concept procedural level generator that uses machine learning to conform content to game design rules

### Project Assistant

Technische Universität Graz

May 2014 - Present

- Published work on optimizing procedural modeling languages execution on the GPU (Siggraph Asia 2016) [paper] [source] [video]
- Published work on task-scheduling of irregular workloads on the GPU (Siggraph Asia 2014) [paper] [source]

### Research Assistant

Pontificia Universidade Católica

May 2012 - May 2014

- Developed virtual training application for oil platform workers with head-tracking and stereoscopy meant to run on Petrobrás-CENPES digital CAVE

### Software Architect

Decatron

Jan 2012 - May 2012

- Helped team with high demand maintenance project - an online learning platform for bus transport professionals - by implementing a Kanban board
- Educated small team of developers in agile practices and TDD ( $\sim 5$  people)

## WORK EXPERIENCE

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<b>Senior Programmer</b>	<b>OWSE</b>	<b>2011 - 2012</b>
– Participated in the development of an online maritime logistics system for Vila Velha terminal, one of the busiest port terminals in Brazil		
<b>Java Architect</b>	<b>Message IT</b>	<b>2009 - 2011</b>
– Elaborated the company's application framework that increased productivity of many succeeding projects		
<b>Java Developer</b>	<b>Message IT</b>	<b>2007 - 2009</b>
– Aided in the creation of an online billing system for Globosat, the biggest Pay-TV company in Brazil (6+ million subscribers)		
<b>Delphi Developer</b>	<b>Petrobrás Social Security Foundation</b>	<b>2004 - 2006</b>
– Helped restructuring the online loan system for the third largest pension fund company in Brazil (50+ thousand users)		
<b>Intern</b>	<b>Message IT</b>	<b>2003 - 2004</b>
– Maintained the corporate intranet & online timesheet system		

## EDUCATION

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<b>Graz, Austria</b>	<b>Technische Universität Graz</b>	<b>2014 - Ongoing</b>
– Ph.D in Computer Graphics		
<b>Rio de Janeiro, Brazil</b>	<b>Pontifícia Universidade Católica</b>	<b>2012 - 2013</b>
– M.Sc. in Informatics, Major in Computer Graphics (GPA: 9,1)		
<b>Rio de Janeiro, Brazil</b>	<b>Centro Universitário da Cidade</b>	<b>2008 - 2011</b>
– B.Sc. in Computer Science		

## TECHNOLOGIES

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C++, OpenGL, GLSL, Procedural Generation, Procedural Modeling, CUDA, GPGPU, Unity3D, C#, Java, TDD, Python, Javascript, WebGL, Parallel Programming, Distributed Programming