

# PEDRO BOECHAT

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## SUMMARY OF QUALIFICATIONS

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### Senior Programmer

- 10 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 Game Developer

- \$15k prize winner in a Brazilian game contest [newspaper article]
- Homebrew Wii/PC game engine contributor [repository]
- 10+ open source projects using different technologies [github]

## WORK EXPERIENCE

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### Lead Programmer

**Bongfish**

**Apr 2017 - Present**

Led a team of 4 developers to build a novel software in Python/C++ to synthesize realistic game scenery resembling photogrammetric data. Segmented and classified information from aerial images. Generated culturally sound 3D models with advanced procedural modeling techniques. Deployed and ran the software on Azure cloud computing platform.

### Senior Programmer

**Bongfish**

**Apr 2016 - Mar 2017**

Worked in the development of the Frontline game mode for World of Tanks [see here]. Restructured and optimized Python code written with BigWorld engine. Refactored some important game components, such as the in-game inventory. Helped implementing new game mechanics.

### 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 time as first author). Co-supervised 2 Master's students. Earned government grant to develop a proof of concept procedural level generator for Bongfish (Innovationscheck 2016).

### Research Assistant

**Pontifical Catholic University**

**Apr 2012 - Apr 2014**

Developed virtual training application in Unity for oil platform workers. Implemented head-tracking and stereoscopy using MiddleVR's Unity plugin. Deployed the application on Petrobrás-CENPES digital CAVE [see here].

