

PEDRO BOECHAT

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SUMMARY OF QUALIFICATIONS

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

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 from real-world data for an AAA game. 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].

WORK EXPERIENCE

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

Led a team of 5 developers 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 that increased productivity of many company projects.

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

EDUCATION

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 programming, Distributed programming, Tools programming, C++, OpenGL, Direct3D, GLSL, HLSL, CUDA, GPGPU, Python, Unity, C#, Some proprietary engines, Java, Software engineering, Scrum, Test-driven development