

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 in the development of a novel software to synthesize realistic game scenery from real-world data for an AAA game (Python and C++). Segmented and classified data from aerial images. Generated 3D models using advanced procedural modeling techniques. Deployed and ran the software in the Azure cloud.

Senior Programmer

Bongfish

Apr 2016 - Mar 2017

Worked in the development of the Frontline game mode for World of Tanks [see here] (Big-World/Python). Helped implementing new 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 (CUDA/C++). Co-authored 2 publications in Siggraph Asia (once as collaborator and another as first author). Co-supervised 2 Master's students. Earned a grant to develop a procedural scene generator for Bongfish (Innovationscheck 2016).

Research Assistant

Pontifical Catholic University

Apr 2012 - Apr 2014

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

