Pedro Boechat

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▶ videos

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**

Leading a team of 8 people in the development of novel tools to synthesize realistic game scenery from real-world data for an AAA game (Python and C++). Segmenting and classifying data from aerial images. Running large scale processing in the cloud. Generating 3D models at run-time using advanced procedural modeling techniques. Extending a proprietary game engine to manage large scenes.

Senior Programmer	**Bongfish**	**Apr 2016 - Mar 2017**

Worked in the development of the Frontline game mode for World of Tanks [see here] (BigWorld/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].

WORK EXPERIENCE

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

Led a team of 5 in the maintenance of an online learning platform for bus transport professionals (J2EE). 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 (J2EE).

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

Developed the company's application framework (J2EE).

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

Aided in the development of an online billing system for Globosat, the biggest Pay-TV company in Brazil (J2EE).

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 (Delphi).

EDUCATION

Graz, Austria **Graz University of Technology** **2014 - 2016**
[Not completed]

Ph.D. in Computer Graphics

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

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