**Bruno Baère Pedrazzi Lomba de Araujo**

SENIOR SOFTWARE ENGINEER · TECH LEAD

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# Summary

I am motivated by challenging tasks and to teach others about what I have learned. My experience as both an academic researcher and as a systems analyst helps me to approach, model, understand problems, and develop a solution. For publications, presentations, games developed, and extracurricular courses, check the website above.

# Work Experience

**Tech Lead** - [Instituto Tecgraf – PUC-Rio](https://www.tecgraf.puc-rio.br/) **-** *Rio de Janeiro, Brazil Feb. 2022, Present*

• Tech lead in V3O2 project. Responsible for the teams’ software architecture decisions, requirements definition, writing user stories, and representing the team on meetings.

* Programming in C++ 17, using CMake, Qt, GTK+, GDB, and Boost.
* Lead the team on the upgrade to RedHat 8.

**Systems Analyst** - [Instituto Tecgraf – PUC-Rio](https://www.tecgraf.puc-rio.br/) **-** *Rio de Janeiro, Brazil**Jan. 2020, Jan. 2022*

* C++ developer in V3O2 project. Programmed in C++ 17 using Qt, GTK+, GDB, and Boost. Used version control in git and CI/CD with Gitlab.
* Technical interviewer in the recruitment process.
* Worked in a remote (work from home) environment, using VPN and SSH, coordinating using Jira and Slack.

**Product Owner** - [Instituto Tecgraf – PUC-Rio](https://www.tecgraf.puc-rio.br/) **-** *Rio de Janeiro, Brazil**Feb. 2018, Jan. 2020*

* Scrum Product Owner in V3O2 project. Responsible for the product value of various tools of the software dealing with geology and geophysics.
* Wrote and maintained the end-user product documentation for the tools I was responsible for.
* Established the recruitment interview process.
* Presented the product in client-held fairs to attract new users.

**Systems Analyst** - [Instituto Tecgraf – PUC-Rio](https://www.tecgraf.puc-rio.br/) - *Rio de Janeiro, Brazil**Aug. 2011, Feb. 2018*

• C++ developer in V3O2 project, a seismic and well log visualizer for Petrobras running on Linux RedHat/CentOS 5. Programmed in C++ using OpenGL, Boost, GTK+, Qt, GDB, GoogleTest, Valgrind, and CPPCheck.

* Wrote tools in Lua to generate and transform data for testing.
* Wrote the documentation of the development environment setup for work from home.
* Worked on the upgrade to RedHat/CentOS 6.

**Researcher** - [ICAD/VisionLab – PUC-Rio](https://www.tecgraf.puc-rio.br/) - *Rio de Janeiro, Brazil Apr. 2009, Aug. 2011*

• Researcher in games, digital entertainment, and simulations. Developed a shade tree editor in C# and Windows GDI for building DirectX shaders.

# Education

**M.Sc. in Computer Science – Pontifícia Universidade Católica do Rio de Janeiro (PUC-Rio) -** *Rio de Janeiro, Brazil Mar. 2010, Jul. 2011*

* Dissertation: A study on dynamic difficulty adaptivity for shoot’em up games
* GPA: 3.89 (4.0 scale)

[**B.Sc.**](https://www.tecgraf.puc-rio.br/) **in Computer Engineering – Pontifícia Universidade Católica do Rio de Janeiro (PUC-Rio) -** *Rio de Janeiro, Brazil Feb. 2005, Dec. 2009*

* Minor: Advanced studies in Mathematics

# Skills

**Programming languages & Tools:** C, C++, Lua, CMake, git, Linux, QtCreator, VSCode

**Certifications:** [Certified Scrum Master,](https://badgecert.com/bc/html/publicgroup.html?k=bWZsU0tZbjlmQUN0U3lheG9KRkh6dz09) [Certified Product Owner (Scrum Alliance)](https://badgecert.com/bc/html/publicgroup.html?k=bWZsU0tZbjlmQUN0U3lheG9KRkh6dz09)

**Languages:** Portuguese (Native), English (Advanced)