



Bruno Baère Pedrazzi Lomba de Araujo

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● WORK EXPERIENCE

01/2020 - CURRENT - RIO DE JANEIRO, BRAZIL

SENIOR SOFTWARE ENGINEER INSTITUTO TECGRAF - PUC-RIO, COMPUTATIONAL GEOPHYSICS GROUP

- C++ developer in V3O2 project. Programming in C++ 17 using Qt, GTK+, GDB, and Boost. Used version control in git and CI/CD with Gitlab.
- Responsibilities included: requirements definition, writing user stories, and representing the team on meetings.
- Technical interviewer in the recruitment process.
- Lead the team on the upgrade to RedHat 8.
- Worked in a remote (work from home) environment, using VPN and SSH, coordinating using Jira and Slack.

01/2018 - 01/2020 - RIO DE JANEIRO, BRAZIL

PRODUCT OWNER INSTITUTO TECGRAF - PUC-RIO, COMPUTATIONAL GEOPHYSICS GROUP

- 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 developed.
- Established the recruitment interview process.
- Presented the product in client-held fairs to attract new users.

07/2011 - 2018 - RIO DE JANEIRO, BRAZIL

SOFTWARE ENGINEER INSTITUTO TECGRAF - PUC-RIO, COMPUTATIONAL GEOPHYSICS GROUP

- 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.
- Developed 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.

03/2009 - 08/2011 - RIO DE JANEIRO, BRAZIL

UNIVERSITY RESEARCH ASSISTANT ICAD/VISIONLAB - PUC-RIO

Researcher in games, digital entertainment and simulations. C# programmer in a joint project with CENPES and USP. Developed a shade tree editor in C# and Windows GDI for building DirectX shaders for the proof tank visualizer project.

02/2009 - 12/2009 - RIO DE JANEIRO, BRAZIL

UNDERGRADUATE TEACHING ASSISTANT DEPARTMENT OF COMPUTER SCIENCE - PUC-RIO

Worked as UTA for Introduction to Programming (C language) and Data Structures. Gave extra classes at Saturdays and post-class hours, resolving exercises and exams.

09/2008 - 03/2009 - RIO DE JANEIRO, BRAZIL

SOFTWARE ENGINEER INTERNICA - LABORATÓRIO DE INTELIGÊNCIA COMPUTACIONAL APLICADA - PUC-RIO

C# and Windows Forms developer.

- Developed a wrapper for GSLIB library in C#.
- Created a model for library documentation used by the lab.

07/2006 - 08/2008 - RIO DE JANEIRO, BRAZIL

UNDERGRADUATE RESEARCH ASSISTANT INTERNICAD/VISIONLAB - PUC-RIO

Development of a simulation library for Torque Game Engine. Researched game engine use in fluid simulations, programmed in C++ using OGRE rendering engine. Granted 2 years of CNPQ scholarship.

● **EDUCATION & TRAINING**

18/03/2014

CERTIFIED SCRUM PRODUCT OWNER- SCRUM ALLIANCE

Website: <https://badgecert.com/bc/html/publicgroup.html?k=bWZsU0tZbjlmQUN0U3lheG9KRkh6dz09>

26/01/2014

CERTIFIED SCRUM MASTER- SCRUM ALLIANCE

Website: <https://badgecert.com/bc/html/publicgroup.html?k=bWZsU0tZbjlmQUN0U3lheG9KRkh6dz09>

31/01/2010 - 2012 - RIO DE JANEIRO, BRAZIL

M. SC. IN COMPUTER SCIENCE, COMPUTER GRAPHICS- PONTIFÍCIA UNIVERSIDADE CATÓLICA DO RIO DE JANEIRO - PUC-RIO

31/01/2005 - 2009 - RIO DE JANEIRO, BRAZIL

B. SC. IN COMPUTER ENGINEERING- PONTIFÍCIA UNIVERSIDADE CATÓLICA DO RIO DE JANEIRO - PUC-RIO

● **LANGUAGE SKILLS**

Mother tongue(s): **PORTUGUESE**

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

● **SKILLS**

C++ | Lua | Linux | Git