

Bruno P. Evangelista

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EDUCATION

- 2007 ~ 2008: M.Sc. Computer Science student
Federal University of Minas Gerais (UFMG)
- 2003 ~ 2006: B.Sc. in Computer Science with a gold medal
Pontifical Catholic University of Minas Gerais (PUC-MG)
GPA: 90.65/100.00
- 2004 ~ 2005: PROBIC (Scholarship program of scientific initiation)
Project: “Tridimensional visualization of network graphs”

PROFESSIONAL EXPERIENCE

- 11/2006 ~ 03/2007: Graphics Programmer at VirsaT
Project: “Peixis” an underwater racing game winner of the JogosBR 2006 (Brazilian national contest of games)
- 06/2005 ~ 12/2005: Software Engineer at Olympya (<http://olympya.com/>)
Project: “FutWeb” an unpublished MMO soccer game

SKILLS

- Programming: Assembly x86, C/C++, C#, Java (J2SE, J2ME)
 - Four years of Java programming experience
 - Three years of C++ programming experience
- Shaders: HLSL, Cg, GLSL
- Graphics APIs: DirectX, OpenGL, XNA, M3G
- Tools: Visual Studio, Eclipse, SVN, VTune

AWARDS

- 2008 ~ Now: Microsoft Student Partner
- 2007 ~ 2008: Finalist at the first and second Microsoft XNA Challenge (Brazil)
Finishing respectively at Second and Third place
- 2006: Gold medal for the highest marks on graduation in Computer Science at Pontifical Catholic University (PUC-MG)

PUBLICATIONS

Portuguese publications are provided with English title in quotes.

Beginning XNA 2.0 Game Programming: From Novice to Professional. *LOBAO, Alexandre S.; EVANGELISTA, Bruno P.; FARIAS, José A. L.* **APRESS 2008**

“Survey of techniques used to render detailed surfaces”. Survey de técnicas para simulação de superfícies detalhadas. *EVANGELISTA, Bruno P.; NERY, Marcelo S.* **Undergraduate Thesis, PUC 2006**

“Tridimensional and interactive visualization of network graphs”. Visualização tridimensional e interativa de grafos obtidos mediante extração de informações de redes físicas de computadores. *EVANGELISTA, Bruno P.; FRANQUEIRA, Theldo. C.* **WCOMP 2006**

“Rendering non-photorealistic tridimensional scenes exploiting the graphics hardware”. Renderização de cenas tridimensionais não foto-realistas explorando hardware programável. *EVANGELISTA, Bruno P.; SILVA, Alessandro R.; NERY, Marcelo S.; MOTA, Rosilane R.* **SIGRAPI WIC 2005**

LANGUAGES

- English – Advanced (Reading/Writing/Speaking)
Portuguese – Native language

CONFERENCE TALKS AND COURSES HOSTED

- Creating photorealistic and non-photorealistic effects for games
SBGames 2007
- Creating real-time computer graphics applications for Xbox 360 and PC using XNA
SIBGRAPI 2007
- Creating effects for games / Creating a 3D game with XNA
Gamefest (Brazil) 2007
- XNA course host
Veiga de Almeida University (UVA-RJ) 2007
- Using shaders to create photorealistic effects for games
2º Jornada de Jogos Digitais, PUC-MG 2006
- OpenGL course and mini-course host
Pontifical Catholic University (PUC-MG) 2004-2006

PERSONAL PROJECTS

XNA TPS: A Third Person Shooter game made with C# and XNA.

- Terrain engine featuring multi-texture, parallax mapping and collision
- Models skinned on the GPU with custom per bone transformation
- Post-processing effects / XML game levels / Basic enemy IA

Video: <http://www.youtube.com/watch?v=wiVAtkQ6a8s>

XNAnimation Library: A skeletal animation library for XNA.

- Plays animations clip forward and backward, controlling speed and looping
- Interpolates animation keyframes (linear, cubic and spherical interpolation)
- Supports cross/fade animation blending

Video: <http://www.youtube.com/watch?v=77wfrXvOkIQ>

Detailed Surface Viewer: A small tool that allows the visualization and comparison of different techniques used to render detailed surfaces. Some of the techniques implemented are: Displacement Mapping, Parallax Mapping, Relief Mapping and Cone Step Mapping.

Video: <http://www.youtube.com/watch?v=n3U0SDFI-WU>

EvangelistaOS: A monolithic operating system (console based) developed in Assembly x86 that supports FAT12 file system and uses a Round Robin scheduler.

Cell Line Raster: A simple line raster for the Cell processor, which can raster lines with the DDA and Bresenham algorithms using the PPU and/or any number of SPUs.

GPU Sphere Ray-tracer: A GPU sphere ray-tracer implemented using HLSL.