

BRUNO P. EVANGELISTA

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WORK EXPERIENCE

[Aug 2008 – Present] Lead Programmer at Tectoy Digital.

- Lead the porting of **EA's Need for Speed Carbon** from the PSP to the Zeebo.
- Published titles for Zeebo: Need for Speed Carbon, Crash Bandicoot, Boomerang Sports titles (Tennis, Volleyball, Dodgeball and Badminton).
- Lead the development of the in-house game engine for the Zeebo console.

[Nov 2006 – Mar 2007] Graphics Programmer at Ilusis Interactive Graphics.

- Published title: Peixis: an underwater racing game.
Winner of JogosBR 2006 (Brazilian national contest of games).
- Torque Game Engine and OpenGL.

[Jun 2005 – Dec 2005] Software Engineer at Olympya.

- Game title: FutWeb. An unpublished MMO soccer game.
- Java and OpenGL (JOGL).

SKILLS

Platforms: Playstation Portable, Zeebo, iPhone and Win32.

Languages: C, C++, C# and Assembly x86.

Graphics: DirectX 9/10, OpenGL, XNA and Shaders (HLSL/GLSL).

Libraries: Win32, STL and Boost.

Tools: Visual Studio, GCC, RVCT, VTune, gDebugger, SVN and TFVC.

EDUCATION

[2007 – 2009] M.Sc. in Computer Science. **GPA: 90.83/100**

Federal University of Minas Gerais (UFMG), MG – Brazil.

[2003 – 2006] B.Sc. in Computer Science (with Gold Medal). **GPA: 90.65/100**

Pontifical Catholic University (PUC), MG – Brazil.

PUBLISHED BOOKS

Beginning XNA 3.0 Game Programming: From Novice to Professional. LOBAO, Alexandre S.; EVANGELISTA, Bruno P.; FARIAS, José A. L. APRESS 2009.

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

AWARDS AND HONORS

- ACM SIGGRAPH Student Volunteer, 2008 and 2009.
- Microsoft Student Partner, February 2008 to December 2009.
- Finalist of the first and second Microsoft XNA Challenge Brazil, 2007 and 2008.
- Gold medal for the highest marks on my B.Sc. in Computer Science, 2006.

PERSONAL PROJECTS

Fur Rendering: Fur Rendering over arbitrary meshes. [C++ / DirectX10 / HLSL]

- Controls: fur density, thickness, height, color map, and number of layers.
- Pre-process meshes reordering and indexing vertices for cache [Lin2006].

Video: <http://www.youtube.com/watch?v=Z8LBrV4QoRs>

Source: http://www.brunoevangelista.com/wp-content/uploads/2010/06/shellmap_fur_dx10.zip

XNAnimation Library: A Skeletal Animation Library for XNA. [C# / XNA / HLSL]

- Supports cross/fade animation blending and keyframe interpolation.
- Plays animations forward and backward with speed and loop control.

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

Source: <http://www.codeplex.com/xnanimation>

XNA TPS: A Third Person Shooter Game. [C# / XNA / HLSL]

- Terrain engine featuring multi-texture, parallax mapping, collision and XML levels.
- Models skinned on the GPU with custom per bone transformation.

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

Source: <http://www.apress.com/book/downloadfile/3974>

Detailed Surface Viewer: Viewer of techniques used to render detailed surfaces.

[C++ / DirectX9 / HLSL]

- Displacement / Normal / Parallax / Relief / Cone Mapping, and Sphere Tracing.
- Allows on-the-fly configuration of the shader parameters.

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

Source: http://www.brunoevangelista.com/wp-content/uploads/2010/03/detailed_surfaces.zip

EvangelistaOS: A monolithic kernel developed in Assembly x86 that supports a FAT12 file system and features a Round Robin scheduler. [Assembly x86]

Source: http://www.brunoevangelista.com/wp-content/uploads/2010/06/evangelista_os.zip

PUBLISHED PAPERS (Portuguese publications with titles in English).

Real-Time Rendering of Fur Applied Over Arbitrary Three-Dimensional Meshes Obtained From Real World Objects. EVANGELISTA, Bruno P.; FERREIRA, Renato. M.Sc. Thesis. Federal University of MG (UFMG) 2009.

Survey of Techniques Used to Render Detailed Surfaces. EVANGELISTA, Bruno P.; NERY, Marcelo S. Undergraduate Thesis. Pontifical Catholic University (PUC) 2006.

Three-Dimensional and Interactive Visualization of Graphs Generated from Information Extracted from Physical Computer Networks. EVANGELISTA, Bruno P.; FRANQUEIRA, Theldo. C. WCOMP 2006.

Rendering of Non-Photorealistic Three-Dimensional Scenes Exploiting the Graphics Hardware. EVANGELISTA, Bruno P.; SILVA, Alessandro R.; NERY, Marcelo S.; MOTA, Rosilane R. SIBGRAPI WIC 2005