CURRICULUM VITAE

Henry Braun

Name: Henry Braun   Date of Birth: 09/29/1987   Nationality: Brazilian
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1. PROFESSIONAL EXPERIENCE

- Co-Director of Interactive Media Initiatives at **SD Technologies** –   September/2013 (current job);
- Visiting Scholar at **Carnegie Mellon Entertainment Technology Center** – July/2011 to December/2011 – Project Vroom 360 – **Ipad Developer**;
- Trainee at **Centro de Pesquisa PUCRS HP (CPPH)** – March/2008 to July/2012– VHSimul – visualization and crowd simulation – **Researcher** and **Developer**;
- Trainee at **Softmóvel – Sistema para computação LTDA** – from Jun/2007 to December/2007 – **Program Manager** and **PDA Developer**;
- Trainee at *Connectivity* **Integração e Informática LTDA** – from Jun/2006 to September/2006 – **.NET Programmer**;
- Trainee at *Microsoft Innovation Center* – TECNOPUC – from May/2006 to November/2006 – **.NET Programmer**;
- Trainee at **Projeto Mapa de Seqüestro de Carbono (CARBMAP)** – from August/2006 to July/2007 – **Webportal Developer**;

2. EDUCATION

Master
Course: Master in Computer Science
Institution: PUCRS – Pontifical Catholic University of Rio Grande do Sul;
Carnegie Mellon University (one semester as visiting scholar at Entertainment Technology Center)

Specialization
Course: Ubisoft/PUCRS – Development of Digital Games
Institution: PUCRS – Pontifical Catholic University of Rio Grande do Sul

Major
Course: Computer Science
Institution: PUCRS – Pontifical Catholic University of Rio Grande do Sul

3. IDIOMS

Portuguese: (native language)
English: fluently reading/writing/speaking
Spanish: reasonable reading/speaking

4. ACHIEVEMENTS

- **Proof of Concept** – Clinical Protocols Management – **Developer** – *Microsoft Innovation Center* – from January/2006 to February/2006;
- Author of "**Tracking is Believing**" – December 2008 – SIBGRAPH 2008 - Best Technical Video;
- Honorable Mention - Work: Reducing the Gap Between Users and Avatars in Virtual Worlds, Phoenix, AZ. - Hewlett Packard Technical Conference 2010.
- Developed **The Gauntlet** – Hardware/Software for real hapitc feedback - 2013.
- Developed **Phlipits (www.phlipits.com)** easy tool for creating video animation - 2014.

5. PUBLICATIONS

- Author of "**VHuP: A Tool to Visualize Virtual Humans**" – November 2008 – SIBGRAPH 2008 - Undergraduate Work;
- Author of "**Large Scales Terrain Rendering**" – May 2009 – PUCRS Electronic Magazine;
- Author of "**VhCVE: A Collaborative Virtual Environment Including Facial Animation and Computer Vision**" – October 2009 – SBGames09.
- Author of "**A Model For Real Time Ocean Breaking Waves Animation**" – October 2010 – SBGames10.
- Author of "**Generation of Cartoon 2D Cracks Based on Leaf Venation Patterns**" – October 2010 – SBGames10.
- Author of "**Making Them Alive**" – November 2011 – SBGames11;
- Author of "**From their Environment to their Behavior: A Procedural Approach to Model Groups of Virtual Agents**" – September 2012 – IVA 2012.
- Author of "**CrowdVis: A Framework for Real Time Crowd Visualization**" – March 2013 – SAC 2013.

6. GAME EXPERIENCES

- **Regular Show: The Great Prank War** – developed prototype at Aquiris Game Studio- available for WEB/iOS/Android;
- **Ben 10 – Wrath of Psychobos** - developed at Aquiris Game Studio - available for iOS/Android;
- **Gendai Hero** – developed as freelancer - available for iOS/Android;
- **Toren Alpha Version** – developed with Swordtales - available for OnLive;
- **Nerot** – developed during GGJ 2012 - available for PC/MAC/UnityWeb.

7. KNOWLEDGE

Programming Languages

- C / C++;
- Objective - C;
- HLSL / GLSL;
- C#.

API´s & Toolkits

- *Unity 3D*;
- *Irrlicht Engine;*
- *Cal3D*;
- *Iphone* SDK
- *Open Scene Graph* (OSG);
- OpenGL;
- DirectX;
- *FMOD*;
- *RakNet;*
- WIN32.

Relevant Information

- Basic skills *Blender*: modeling and texturing;
- Basic skills *Autodesk 3dStudio Max*: modeling, texturing, rigging and animation;
- Collaboration Tools: *Tortoise, Perforce e Microsoft Visual SourceSafe*;
- Team working;