

CURRICULUM VITAE

Henry Braun

Name: Henry Braun
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Languages: English, Portuguese, Spanish

1. PROFESSIONAL EXPERIENCE

- Advanced Engineer at Schell Games since April 2015;
- Co-Director of Interactive Media Initiatives at SD Technologies – September/2013 - April/2015;
- 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 (on progress) – VHSimul – visualization and simulation of virtual humans Project – **Researcher and Developer**;
- Trainee at **Softmóvel – Sistema para computação LTDA** – from Jun/2007 to December/2007 – **Program Manager and Developer**;
- Trainee at **Microsoft Innovation Center** – TECNOPUC – from May/2006 to November/2006 – **Developer**;

2. EDUCATION

Master

Course: Master in Computer Science

Institution: PUCRS – Pontificia Universidade Católica do 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 – Pontificia Universidade Católica do Rio Grande do Sul

Major

Course: Computer Science

Institution: PUCRS – Pontificia Universidade Católica do Rio Grande do Sul

3. GAME DEVELOPMENT

- **Until You Fall** - to be published in 2019;
- **Hololab Champions** - worked as **Tech Director** available on PC, several awards, released in 2018;
- **Superchem VR** - worked as **Tech Director** available for PC, released 2018;
- **LEGO Brickheadz VR** - worked as **Tech Director**, available for Google Daydream, released in 2017
- **Domino World AR** - **Worked as Project Director, available on Android and IOS, released in 2016**
- **Toren** – developed the alpha version with Swordtales - available on PS4/MAC/PC;
- **Orion Trail VR** - worked as optimization engineer - available on PC/GearVR;
- **Waterbears** - worked on the Android port - available on Android/IOS;
- **Regular Show: The Great Prank War** developed prototype at Aquiris Game Studio- available on iOS/Android;
- **Ben 10 – Wrath of Psychobos** - developed at Aquiris Game Studio - available for iOS/Android;
- **Star Botanist** - worked in collaboration with Baby Owl Studios;
- **Angry Pucks** - worked in collaboration with Baby Owl Studios;
- **Gendai Hero** – worked as a freelancer - available for iOS/Android;
- **Nerot** – developed during GGJ 2012 - Won Best Game - available for PC/MAC.

4. PUBLICATIONS

- Author of “**VHuP: A Tool to Visualize Virtual Humans**” – November 2008 – SIBGRAPH 2008 -
- 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.

5. KNOWLEDGE

Programming Languages

- C / C++;
- C# ;
- ASP.NET.

Engines

- **Unity 3D;**
- *Open Scene Graph (OSG);*
- *Irrlicht Engine;*
- DirectX;
- OpenGL;

Relevant Information

- Basic skills *Blender*: modeling and texturing;
- Used Collaboration Tools: *Tortoise SVN, GIT, Perforce;*
- Team working;