

Bruno Lourenço

Software Developer

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EXPERIENCE **Android Developer** : Independent, December 2013 – current, Live apps [here](#) and [here](#)

Designed, developed and published live-wallpapers, utility apps and games using Java and the Android SDK. Total of 4,5M downloads and 65k daily active users. Used crash reports and user feedback to solve issues. Developed unit, integration and UI tests for critical modules.

EDUCATION **MSc in Information Systems and Computer Engineering** : Instituto Superior Técnico – Taguspark (Lisboa, Portugal), 2009 – 2013, 16.37/20

Master Thesis: E-Lumination – Lighting 3D Scenes Using Examples – 18/20 – [More Details](#)

Major: Information Technology. Minor: Multimedia. Application Area: Games and Simulation.

BSc in Information Systems and Computer Engineering : Instituto Superior Técnico – Taguspark (Lisboa, Portugal), 2006 – 2012, 12.93/20

PROJECTS **Modern OpenGL Demo** : Personal Project, 2015, [Code](#), [Video](#)

Tech-demo using C++ and modern OpenGL. Some techniques used: dynamic GPU tessellation, multi-texturing, single pass wireframe, shadow mapping and fog. Also created a base framework to abstract and support OpenGL application development.

Ringgz : Professional Project, 2014, [More Details](#)

Developed and published a fast and visual brick-breaker game using Java, libGDX and Box2D. Features gameplay reactive colors and particle-systems, smooth animations and many special events like ball slides. Achieved medium popularity and positive reviews on mobile websites.

Crystallia : Academic Project, 2011 – 2012, [More Details](#)

Designed, prototyped and implemented an action-strategy game for tablets on a team of 2 to 4. Developed a 2D Java engine for Android, featuring sprite animation and layering, asset and state management, collisions, multiple resolution support and custom UI widgets.

SKILLS

Prog. Languages : Proficient : C, C++, Java, GLSL.

Familiar : C#, Lisp, JavaScript, HTML, PHP, Assembly, ActionScript.

APIs/SDKs/Engines : Android SDK, OpenGL, libGDX, REST APIs, Unity3D, OpenCV.

IDEs/Tools : Visual Studio, Eclipse, Android Studio (IntelliJ IDEA), SVN, Git, GIMP.

Computer Graphics : Knowledge of the real-time rendering pipeline, associated techniques and mathematics. Familiarity with offline-rendering.

Networks : Knowledge of protocols, socket programming and network hardware. Familiar with network and systems security.

Others : Knowledge of relational databases and SQL. Familiarity with computer architecture, digital systems and basic electronics.

Languages : Portuguese (native), English (advanced), Spanish and French (basic).