

# Lucas Figueiredo Gonçalves

Master's student in Computer Graphics at Federal University of Rio de Janeiro

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## Summary

I'm a Master's student in Computer Graphics at Federal University of Rio de Janeiro, in Brazil. My current research is about using OpenGL and shaders in modern day user interfaces – desktop, mobile and web. I have a bachelor in Computer Science and another one in Visual Arts (minor Animation) and a total of 2 years of work experience, mainly as a C++, Qt and web developer. My main goals are to have a relevant acting in the CG industry and help the development of this field in my country. You can see samples of my recent works in <http://www.lucashappy.com/archives/category/works>

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## Experience

### **Systems Analyst at Fundação Christiano Ottoni**

novembro de 2012 - março de 2013 (5 meses)

Systems Analyst at the Validation Systems Laboratory (LVAS) of Christiano Ottoni foundation in partnership with Companhia Energética do Estado de Minas Gerais (CEMIG). I developed the interface of a power plants management mobile tool. Besides the ui design, I implemented the front end using web technologies and Sencha Touch.

### **Intern at LVAS**

fevereiro de 2012 - agosto de 2012 (7 meses)

Intern at the Validation Systems Laboratory (LVAS) of Christiano Ottoni foundation in partnership with Companhia Energética do Estado de Minas Gerais (CEMIG). I developed the interface of a power plants management mobile tool. Besides the ui design, I implemented the front end using web technologies and Sencha Touch.

### **Systems Analyst at Cromoup**

novembro de 2011 - maio de 2012 (7 meses)

Front-end programming in Actionscript 3 and MXML (Adobe Flex platform)

### **Systems Analyst at MineInside**

agosto de 2011 - novembro de 2011 (4 meses)

I worked in the games sector learning a little bit of Ogre Game Engine, implementing shaders, programming the user interface, a database connection layer and other tasks in C++.

### **Intern at MineInside**

outubro de 2010 - julho de 2011 (10 meses)

I worked in the games sector learning a little bit of Ogre Game Engine, implementing shaders, programming the user interface, a database connection layer and other tasks in C++.

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## Volunteer Experience

### **Student Volunteer at ACM SIGGRAPH**

agosto de 2014 - agosto de 2014 (1 mês)

Student Volunteer at Special Interest Group on Graphics and Interactive Techniques Conference (SIGGRAPH) in Vancouver 2014

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## Skills & Expertise

**C++**

**SQL Server**

**Computer Graphics**

**Java**

**Flex**

**ActionScript**

**Qt**

**QML**

**OpenGL**

**Shaders**

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## Education

### **Universidade Federal do Rio de Janeiro**

Master's Degree, Computer Graphics, 2013 - 2015

### **Universidade Federal de Minas Gerais**

Bachelor's Degree, Visual Arts, 2006 - 2013

Activities and Societies: Major in Visual Arts with minor in Animation.

### **Pontifícia Universidade Católica de Minas Gerais / PUC-MG**

Bachelor's Degree, Computer Science, 2006 - 2011

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## Projects

### **Digital repository of thesis.**

May 2008 to September 2008

Usuários: Lucas Figueiredo Gonçalves

Creation of the user interface of an repository of thesis videos. I was advised by teachers Hugo Bastos and Rodrigo Baroni.

### **Site Dobra**

November 2008 to July 2009

Usuários: Lucas Figueiredo Gonçalves

Dobra website. Web programming, both client and server side, in co-working with Felipe Abranches. Advised by teacher Fernanda Goulart (ui design by her and Angela Bacon).

## **Everevis**

September 2010 to Present

Usuários: Lucas Figueiredo Gonçalves

User interface design and programming of the Everevis project from the Image Processing group of the Computer Science Department at UFMG. Scholarship BITIB/Fapemig from September 2010 to July 2011, advised by teacher Arnaldo de Albuquerque Araújo, Júlia Epischina and Bruno Teixeira.

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## Courses

### **Curso livre**

Study abroad for six months, attending Universidad Politecnica de Valencia in Valencia, Spain.

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## Honors and Awards

### **ACM Multimedia Grand Challenge 2011 - Melhor integração multimídia**

ACM e Yahoo

Best Integration of Multiple Media no ACM Multimedia Grand Challenge 2011, Scottsdale, Arizona.

<http://www.acmmm11.org/content-program-wednesday.html#grand>

<http://laplace.dcc.ufmg.br/npdi/modules/news/article.php?storyid=200>

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## Publications

### **Pesquisador**

VII Workshop de Visão Computacional maio de 2011

Autores: Lucas Figueiredo Gonçalves

Bruno do Nascimento Teixeira ; de Oliveira, Júlia E.E. ; FILLIPE, ; Tiago Oliveira Cunha ; Lucas Gonçalves ; Christiane Okamoto ; Igor Oliveira ; Arnaldo de A. Araujo . Sistema de Detecção e Indexação Automática de Objetos em Vídeos Digitais. In: VII Workshop de Visão Computacional, 2011, Curitiba. VII Workshop de Visão Computacional, 2011. p. 1-6.

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## Languages

**Português**

(Fluente ou nativo)

**Inglês**  
**Espanhol**

(Nível avançado)

(Nível avançado)

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[Contact Lucas Figueiredo on LinkedIn](#)