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Education:

- Bachelor of Architecture : Universidade Federal Fluminense (Niterói/RJ - Brazil) [2003 to 2009]
- Art exchange student: York University (Toronto / Canada) [fall 2008]

Publications:

- “Game Development with Blender”. D. Felinto, M. Pan., 434 pages, book, Cengage, 2013
- “Augmented reality using full panoramic captured scene light-depth maps”. A. Zang, D. Felinto and L. Velho. In Siggraph Asia 2012 Posters, 28:1-28:1
- “*Deriving Indicators for Regional Seas*”, S. Lai et al., The State of Biodiversity and Fisheries in Regional Sea, Fisheries Centre Research Reports. ISSN: 1198-6727, Vol. 19, No 3, 2011
- “*Blender and Immersive Gaming in a Hemispherical Dome*”, P. D. Bourke, D. Q. Felinto, GSTF International Journal on Computing (JoC). ISSN: 2010-2283, Vol. 1, No, 1, 2010.

Experience with Blender:

Open Source Software Development for Blender Foundation **2013-2014**
Amsterdam, Netherlands

- Game-Development related work, Cycles Bake, First Person Navigation System, Multiview

Virtual Interactive Art Gallery for Fulldome, Nottingham Trent University **2012**
Nottingham, England

- Project leader, software development.

Fulldome and panorama research, Visgraf – Instituto de Matemática Pura e Aplicada **2012**
Rio de Janeiro, Brazil

- 3-month research, project presented in a poster at Siggraph Asia 2012

Tuna/Jack decline with the removal of Tiger Shark, University of British Columbia **2011**
Vancouver, Canada

- Video production for scientific paper visualization. Pew Foundation and UBC Fisheries Centre.
- Storyboard, production planning, 3d artist.

www.youtu.be/vFiHBF3uzhI

Cosmic Sensation, Radboud University **2010**
Nijmegen, Netherlands

- Interactive visualization of cosmic rays into a 30 meters portable fulldome.
- Visualization leader, concept artist and developer (official title: VJ).

Fulldome mode for BGE, *Society for Arts and Technology* **Dec. 2008 - Apr. 2009**
Montreal, Canada

- Development of a fulldome/fisheye, cubemap and spherical panoramic mode for the BGE.
- This solution made Blender Game Engine to be the first open source interactive application to be full compatible with immersive domes.

Life in the Chesapeake Bay, *University of British Columbia* **Dec. 2008 - Jan. 2008**
Vancouver, Canada

- Graphic design and visualization for a documentary on the marine history and ecological issues of the area of Chesapeake Bay in USA.
- Cyclic animation of aquatic animals such as turtles, dolphins, fish and crabs.
- Boid particle simulation of fish schools and hair based particles for oyster reefs.

Lenfest Ocean Future Project, *University of British Columbia* **May 2008 - Sept. 2008**
Vancouver, Canada

- Built of an interactive visualization tool for marine ecosystem scientific data to provide visual support for decision makers called *OceanViz*.
- Strengthen and optimized Game Logic in various aspects, e.g. flocking, boundaries.
- Developed game design, UI implementation and user interaction.
- Modularized python scripts to streamline addition of fish species.

Workshops:

Blender Conference [public: 150] **Amsterdam / Netherlands**

2013 Technical presentation of Multiview (stereo 3D) development for Blender

2012 Technical presentation An Open Source Framework for Photo-Realistic Rendering

2011 Workshop: Python for Visual Productions (for artists).

2010 Artistic Presentation: Cosmic Sensation, Experience the Universe.

2009 Technical presentation of Fulldome development for the Blender Game Engine.

2008 Technical presentation of Blender Game Engine project (OceanViz).

Blender Pro [public: 70 to 150] **Brazil**

2011 Special conference guest together with Ton Roosendaal and Pablo Vasquez.

Presentation and 4 hours workshop in Python for visual productions with Blender.

2010 Remote workshop: Blender Development and Game Engine.

2009 Presentation: Fulldome development for Blender and the Game Engine.

2008 15'' testimonial video of personal work experience with Blender, and professional career.

2007 Paper presentation: Interchanges between Blender and SketchUp in professional environment.

Seminar at IMPA - Institute of Pure and Applied Math **Rio de Janeiro / Brazil**

2011 Cosmic Sensation: Applications of Fulldome for Science Visualization, a case study.

2009 Paper presentation: Interactive applications for immersive domes with Blender Game Engine.

View Conference - TOP IX **Oct. 2010, Turin/Italy**

- 4 hours workshop on game making with the Blender Game Engine as part of the Digital Media for Creativity

1st Che Blender [public: 150] **May 2009, Córdoba / Argentina**

- Paper presentation: Interchanges between Blender and SketchUp in professional environment.
- Paper presentation: Immersive domes with Blender Game Engine.

1st Blender Workshop in Vancouver **Aug. 2008, Vancouver / Canada**

- Co-lectured one entire day workshop of 25 attendees focusing on Blender Game Engine advanced techniques and a study of case of the OceanViz project.

Employment History:

- Sept, 2013 – Today (2014) – **Software developer** Amsterdam - Netherlands
Blender Foundation – part time (remote/local)
- Mar, 2012 – April, 2012 - **Researcher / 3D graphic developer** Rio de Janeiro - Brazil
National Institute for Pure and Applied Mathematics - fulltime
- Mar, 2010 – July, 2013 - **3D Modeler and Programmer** Vancouver - Canada
University of British Columbia - full time
- Mar, 2009 - May, 2009 - **Technical artist / Game developer** Atlanta - USA
Entertainment Arts Research - part time
- Dec, 2008 - Apr, 2009 - **3D graphics programmer** Montreal - Canada
Society for Arts and Technology - part time
- Mar, 2009 - May, 2009 - **Technical artist / Game developer** Atlanta - USA
Entertainment Arts Research - part time
- Dec, 2008 - Apr, 2009 - **3D graphics programmer** Montreal - Canada
Society for Arts and Technology - part time
- Dec, 2008 - Jan, 2009 - **3D artist for a documentary production** Vancouver - Canada
University of British Columbia - full time
- May, 2008 - Sept, 2008 - **Game development internship** Vancouver - Canada
University of British Columbia - full time
- Apr, 2007 - Jan, 2008 - **Set design internship** Rio de Janeiro - Brazil
Folguedo Produções - part time
- Mar, 2007 - Apr, 2007- **Set design assistant** Rio de Janeiro - Brazil
Lidia Kosovski - full time
- Jun, 2006 - Sep, 2006 - **Urban design internship** Rio de Janeiro - Brazil
De Fournier Developers - part time

Software skills:

- Blender: game engine, scripting, modeling, particle system, composition, animation, rigging.
- Programming languages: Python, C++, C, VB .NET, PHP, Bash
- Programming IDE/build systems: MSVC, SCons, Cmake, make, SVN, CVS
- Other graphical programs: Photoshop, GIMP, CorelDraw, Inkscape, SketchUp, AutoCAD, Vray.

Languages:

Portuguese: Native

English: Fluent

Spanish: Spoken fluency

French: Basic