

# Bruno Feijó

CURRICULUM VITAE AS OF NOVEMBER 25, 2014

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## PROFILE

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*Country of birth*     Brazil  
*Citizenship*         Brazilian  
*Languages*           Portuguese, English

Bruno Feijó is Associate Professor of the Dept. of Informatics/PUC-Rio, Brazil, in the group of Computer Graphics. Also he is the founder and current coordinator of the ICAD/VisionLab Laboratory. He is pioneer in Brazil in the interdisciplinary areas of computer-aided design (CAD), animation, visual effects (VFX), digital entertainment, and games. He also has contributions to education in the field of technological innovation, from the secondary school level to the post-graduation level.

## CURRENT POSITION

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<b>Associate Professor of Computer Science</b> Department of Informatics, PUC-Rio Group of Computer Graphics	1988 – present
<b>General Coordinator</b> ICAD/VisionLab – Lab of Visualization, Digital TV/Cinema and Games PUC-Rio	1989 – present

## PREVIOUS EXPERIENCE

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<b>Research Assistant</b> Imperial College of Science, Technology and Medicine, London, UK	1984 – 1988
<b>Senior Analyst</b> Promon Engenharia, Brazil	1982 – 1984
<b>Senior Application Analyst</b> Control Data Corporation, Brazil	1978 – 1982
<b>Engineer</b> J.Mason Consultoria e Projetos, Brazil	1976 – 1978
<b>Research Assistant</b> Technological Institute of Aeronautics (ITA), Brazil	1974 – 1975

## EDUCATION

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<b>PhD in Computer-Aided Design</b> University of London, Imperial College, London, UK. Dissertation: Fundamental Steps Towards an Intelligent CAD System in Structural Steel	1988
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<b>MSc in Civil Engineering</b> Pontifical Catholic University of Rio de Janeiro (PUC-Rio), Brazil Thesis: The Component Element Method Applied to Structures under Moving Loads	1980
<b>BEng in Aeronautical Engineering</b> Technological Institute of Aeronautics (ITA), S.Jose dos Campos, Brazil	1975

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#### RESEARCH INTERESTS

computer graphics and animation  
visual effects (VFX)  
games  
interactive storytelling  
digital entertainment

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#### REFEREED JOURNAL PUBLICATIONS AND BOOK CHAPTERS

##### 2014

Joselli, Mark ; Zamith, Marcelo ; Valente, Luis ; Feijó, Bruno ; Leta, Fabiana R. ; Clua, Esteban . A Distributed Architecture for Simulation Environments Based on Game Engine Systems. In: F. R. Leta. (Org.). *Augmented Vision and Reality*. 1ed. Berlin: Springer Berlin Heidelberg, 2014, v. 4, p. 41-61.

Zamith, Marcelo ; VALENTE, L. ; Joselli, M. ; SILVA JUNIOR, J. R. ; CLUA, E. ; FEIJO, B. . Exploring Energy Management on GPUs in Game Architectures. *SBC Journal on 3D Interactive Systems*, v. 5, p. 14-26, 2014.

##### 2013

MARQUES, RODRIGO ; FEIJO, BRUNO ; BREITMAN, KARIN ; GOMES, THIEBERSON ; FERRACIOLI, LAERCIO ; LOPES, HÉLIO . A cloud computing based framework for general 2D and 3D cellular automata simulation. *Advances in Engineering Software* (1992), v. 65, p. 78-89, 2013.

LIMA, EDIRLEI SOARES DE ; Feijó, Bruno ; BARBOSA, SIMONE D.J. ; FURTADO, ANTONIO L. ; CIARLINI, ANGELO E.M. ; Pozzer, Cesar T. . Draw Your Own Story: Paper and Pencil Interactive Storytelling. *Entertainment Computing*, v. 2013, p. 1-9, 2013.

Soares de Lima, Edirlei ; Feijó, Bruno ; FURTADO, ANTONIO L. ; Diniz Junqueira Barbosa, Simone ; Pozzer, Cesar T. ; Ciarlini, Angelo E. M. . Non-branching Interactive Comics. *Lecture Notes in Computer Science*. 1ed. Boekelo: Springer International Publishing, 2013, v. 8253, p. 230-245.

##### 2012

Nunes, Gustavo ; Valdetaro, Alexandre ; Raposo, Alberto ; Feijó, Bruno ; de Toledo, Rodrigo . Rendering Tubes from Discrete Curves Using Hardware Tessellation. *Journal of Graphics Tools*, v. 16, p. 123-143, 2012.

Lima, Edirlei Soares ; Feijó, Bruno ; Pozzer, Cesar T. ; Ciarlini, Angelo E. M. ; Barbosa, Simone D. J. ; FURTADO, ANTONIO L. ; Silva, Fabio A. Guilherme . Social Interaction for Interactive Storytelling. In: M. Herrlich, R. Malaka, M. Masuch. (Org.). *Lecture Notes in Computer Science*. 1ed. Berlin: Springer Berlin Heidelberg, 2012, v. 7522, p. 1-15.

Silva, Fabio A. Guilherme ; FURTADO, ANTONIO L. ; Ciarlini, Angelo E. M. ; Pozzer, Cesar Tadeu ; Feijó, Bruno ; Lima, Edirlei Soares . Information-Gathering Events in Story Plots. In: M. Herrlich, R. Malaka, M. Masuch. (Org.). *Lecture Notes in Computer Science*. 1ed. Berlin: Springer Berlin Heidelberg, 2012, v. 7522, p. 30-44.

##### 2011

Feitosa, Raul Queiroz ; da Costa, Gilson Alexandre Ostwald Pedro ; Mota, Guilherme Lúcio Abelha ; Feijó, Bruno . Modeling alternatives for fuzzy Markov chain-based classification of multitemporal remote sensing data. *Pattern Recognition Letters*, v. 32, p. 927-940, 2011.

##### 2010

Joselli, Mark ; Zamith, Marcelo ; Clua, Esteban ; Leal-Toledo, Regina ; Montenegro, Anselmo ; Valente, Luis ; Feijó, Bruno ; Pagliosa, Paulo . An architecture with automatic load balancing for real-time simulation and visualization systems. *Journal of Computational Interdisciplinary Sciences*, v. 1, p. 207-224, 2010.

##### 2009

FEIJO, B. . Visualization, Digital Content, and Simulation. *IEEE Multimedia*, v. 16, p. 8-12, 2009.

MACHADO, L. E. ; FEIJO, B. . Parallel culling and sorting based on adaptive static balancing. Computers in Entertainment : CIE, v. 7, p. 1-13, 2009.

Valente, Luis ; Souza, Clarisse Sieckenius de ; FEIJO, B. . Turn off the graphics: designing non-visual interfaces for mobile phone games. Journal of the Brazilian Computer Society (Impresso), v. 15, p. 45-58, 2009.

Passos, Erick Baptista ; Joselli, Mark ; Zamith, Marcelo ; Clua, Esteban Walter Gonzalez ; Montenegro, Anselmo ; Conci, Aura ; FEIJO, B. . A bidimensional data structure and spatial optimization for supermassive crowd simulation on GPU. Computers in Entertainment : CIE, v. 7, p. 1-15, 2009.

Joselli, Mark ; Zamith, Marcelo ; Clua, Esteban ; Montenegro, Anselmo ; Leal-Toledo, Regina ; Conci, Aura ; Pagliosa, Paulo ; Valente, Luis ; FEIJO, B. . An adaptative game loop architecture with automatic distribution of tasks between CPU and GPU. Computers in Entertainment : CIE, v. 7, p. 1-15, 2009.

## **2008**

Zamith, Marcelo P. M. ; Clua, Esteban W. G. ; Conci, Aura ; Montenegro, Anselmo ; Leal-Toledo, Regina C. P. ; Pagliosa, Paulo A. ; Valente, Luis ; FEIJO, B. . A game loop architecture for the GPU used as a math coprocessor in real-time applications. Computers in Entertainment : CIE, v. 6, p. 1-19, 2008.

COSTA, G. A. O. P. ; FEITOSA, R. Q. ; CAZES, T. B. ; FEIJO, B. . Genetic Adaptation of Segmentation Parameters. In: T.Blaschke; S. Lang; G. Hay. (Org.). Object-Based Image Analysis: Spatial concepts for knowledge-driven remote sensing applications. Berlin: Springer Verlag, 2008, v. 1, p. 679-695.

## **2007**

FEITOSA, R. Q. ; COSTA, G. A. O. P. ; CAZES, T. B. ; FEIJO, B. . Ajuste Automático de Parâmetros de Segmentação. In: BLASCHKE, T.; KUX, H.. (Org.). Sensoriamento Remoto e SIG Avançados. São Paulo: Oficina de Textos, 2007, v. , p. 129-144.

## **2006**

FEIJO, B. ; PAGLIOSA, P. A. ; Clua, E.W.G. . Visualização, Simulação e Games. In: Karin Breitman; Ricardo Anido. (Org.). Atualizações em Informática. Rio de Janeiro: Editora PUC-Rio, 2006, v. , p. 127-186.

## **2004**

KARLSSON, B. F. F. ; FEIJO, B. . An overview on security in networked computer games. Scientia (Unisinos), São Leopoldo, RS, v. 15, n.2, p. 166-173, 2004.

POZZER, C. T. ; FEIJO, B. ; Ciarlini, A.E.M. ; Furtado, A.L. ; Dreux, M. . Managing actions and movements of non-player characters in computer games. Scientia (Unisinos), São Leopoldo, RS, v. 15, n.2, p. 148-157, 2004.

FEIJO, B. ; BADARO, P. . Jogos de computador no Brasil - uma visão estratégica de desenvolvimento. Scientia (Unisinos), São Leopoldo, RG, v. 15, n.2, p. 107-112, 2004.

BINDER, F. V. ; FEIJO, B. . Conceituando e resolvendo pragmaticamente os problemas mais críticos de um MMORPG. Scientia (Unisinos), São Leopoldo, RG, v. 15, n.2, p. 158-165, 2004.

## **2003**

BARBOSA, C. A. M. ; FEIJO, B. ; Dreux, M. ; Melo, R. ; Bento, J. ; SCHEER, S. . Distributed object model for collaborative CAD environments based on design history. Advances in Engineering Software, Oxford, v. 34, n.10, p. 621-631, 2003.

BARBOSA, C. A. M. ; FEIJO, B. ; Dreux, M. ; Melo, R. ; Bento, J. ; SCHEER, S. . An object model for collaborative CAD environments. Journal of Integrated Design & Process Science, Amsterdam, v. 7, n.2, 2003.

BARBOSA, C. A. M. ; Dreux, M. ; FEIJO, B. . An architecture for the design entity. Journal of the Brazilian Society of Mechanical Sciences and Engineering, Rio de Janeiro, v. XXV, n.1, p. 15-22, 2003.

## **2001**

SZWARCMAN, D. M. ; FEIJO, B. ; COSTA, M. M. F. . Goal-oriented dead reckoning for autonomous characters. Computers & Graphics, Oxford, UK, v. 25, n.6, p. 999-1011, 2001.

FEIJO, B. ; GOMES, P. C. R. ; SCHEER, S. ; BENTO, J. P. . Online algorithms supporting emergence in distributed CAD systems. Advances in Engineering Software, v. 32, n.10-11, p. 779-787, 2001.

Battaiola, A.L. ; Domingues, R.G. ; FEIJO, B. ; SZWARCMAN, D. M. ; Clua, E.W.G. ; Kosovitz, L.E. ; Dreux, M. ; Pessoa, C.A. ; Ramalho, G.L. . Desenvolvimento de Jogos em Computadores e Celulares. Revista de Informática Teórica e Aplicada, Brasil, v. VIII, n.2, p. 7-46, 2001.

COSTA, M. ; FEIJO, B. . Agents with Emotions in Behavioral Animation. In: D. W. Fellner. (Org.). Seminal Contributions from Computers & Graphics. : Pergamon, 2001, v. , p. 213-220.

**2000**

AZEVEDO, G. P. ; FEIJO, B. ; COSTA, M. . Control centers evolve with agent technology. IEEE Computer Applications in Power, New York, v. 13, n.3, p. 48-53, 2000.

AZEVEDO, G. P. ; FEIJO, B. ; COSTA, M. M. F. . Centros de Controle de Energia: passado, presente e futuro. Eletricidade Moderna, v. XXVIII, n.312, p. 174-183, 2000.

**1998**

BENTO, J. ; FEIJO, B. . A Logic-Based Environment For Reactive Agents In Intelligent Cad Systems. Advances in Engineering Software, Englaterra, v. 29, n.10, p. 825-832, 1998.

FEIJO, B. ; GOMES, P. C. R. ; BENTO, J. ; SCHEER, S. ; CERQUEIRA, R. . Distributed Agents Supporting Event-Driven Design Processes. In: J. S. Gero; F. Sudweeks. (Org.). Artificial Intelligence in Design '96. Dordrecht, The Netherlands: Kluwer Academic, 1998, v. , p. 557-577.

FEIJO, B. . Virtual Environments For Cad Systems. In: C. Tasso; E. R. de Arantes e Oliveira. (Org.). Development of Knowledge-based Systems for Engineering. Italy: Springer-Verlag, 1998, v. , p. 183-200.

**1997**

BENTO, J. ; FEIJO, B. . An Agent-Based Paradigm For Building Intelligent Cad Systems. Artificial Intelligence in Engineering, Great Britain, v. 11, n.3, p. 231-244, 1997.

BENTO, J. ; FEIJO, B. ; SMITH, D. L. . Engineering Design Knowledge Representation Based On Logic And Objects. Computers & Structures, v. 63, n.5, p. 1015-1032, 1997.

COSTA, M. ; FEIJO, B. . Agents With Emotions In Behavioral Animation. In: Instituto UNIEMP. (Org.). II Prêmio Compaq de Estímulo à Pesquisa e Desenvolvimento em Informática. São Paulo: Editora Instituto UNIEMP, 1997, v. , p. 235-243.

**1996**

AZEVEDO, G. P. ; FEIJO, B. ; SOUZA, C. S. . Enhancing The Human-Computer Interface Of Power System Applications. IEEE Transactions on Power Systems, v. 11, n.2, p. 646-653, 1996.

COSTA, M. ; FEIJO, B. . Agents With Emotions In Behavioral Animation. Comput. & Graphics, Great Britain, v. 20, n.3, p. 377-384, 1996.

RODACKI, P. F. B. ; FEIJO, B. ; BENTO, J. P. ; SCHEER, S. . Cad For Process Innovation In The Construction Industry. Structural Engineering and Mechanics, v. 4, n.6, p. 717-729, 1996.

N. BENTO, J. FEIJO, B. LEHTOLA ; FEIJO, B. ; SCHEER, S. . Reactive Design Agents In Solid Modelling. In: J. S. Gero; F. Sudweeks. (Org.). Artificial Intelligence in Design '96. Londres: Kluwer Academic, 1996, v. , p. 61-75.

**1994**

KRAUSE, W. G. ; FEIJO, B. ; SMITH, D. L. ; DOWLING, P. J. . A Hypertext Model For Steel Design Codes. J. Construct. Steel Research, v. 28, p. 167-186, 1994.

**1991**

FISCHER, R. ; FEIJO, B. ; DREUX, M. . Better Criteria For The Development Of Solid Modelling Software. In: C. A. Brebbia. (Org.). RELIABILITY AND ROBUSTNESS OF ENGINEERING SOFTWARE II. SOUTHAMPTON, UK: COMPUT. MECH. PUBL., 1991, v. , p. 353-362.

**1990**

SCHWABE, D. ; FEIJO, B. ; KRAUSE, W. G. . Intelligent Hypertext For Normative Knowledge In Engineering. In: A. Rizk; N. Streitz; J. André. (Org.). HYPERTEXT CONCEPTS, SYSTEMS AND APPLICATIONS. CAMBRIDGE: CAMBRIDGE UNIV. PRESS, 1990, v. , p. 123-136.

**1989**

DOWLING, P. J. ; FEIJO, B. ; SMITH, D. L. . The Incorporation Of Steel Design Codes Into Design Automation Systems. IABSE REPORT, Zurich, Switzerland, v. 51, p. 393-402, 1989.

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**2014**

VALENTE, L. ; FEIJO, B. . Extending use cases to support activity design in pervasive mobile games. In: Brazilian Symposium on Computer Games and Digital Entertainment, 2014, Porto Alegre. Proceedings of the XIII SBGames 2014. Porto Alegre: SBC, 2014. p. 876-885.

DE LIMA, EDIRLEI SOARES ; BARBOSA, SIMONE DINIZ JUNQUEIRA ; FEIJÓ, BRUNO ; FURTADO, ANTONIO LUZ . Building Keyword-Indexed Virtual Libraries in a Logic Programming Environment. In: Proceedings of the 20th Brazilian Symposium on Multimedia and the Web - WebMedia '14. New York: ACM Press, 2014. p. 75-82.

### 2013

MOREIRA, G. ; FEIJO, B. ; LOPES, H. ; FEITOSA, R. Q. . Real-time Object Tracking in High-Definition Video Using Frame Segmentation and Background Integral Images. In: SIBGRAPI 2013 Conference on Graphics, Patterns, and Images, 2013, Arequipa. Proceedings of the XVIII Conference on Graphics, Patterns, and Images - SIBGRAPI 2013, 2013. v. 1. p. 1-8.

ARAUJO, B. B. P. L. ; FEIJO, B. . Evaluating dynamic difficulty adaptivity in shoot em up games. In: SBGames 2013 - XII Brazilian Symposium on Games and Digital Entertainment, 2013, São Paulo. Proc. XII Brazilian Symposium on Games and Digital Entertainment - SBGames 2013. Porto Alegre: SBC, 2013. v. 1. p. 229-238.

BARBOSA, S. D. J. ; LIMA, E. S. ; Silva, F.A.G. ; Furtado, A.L. ; FEIJO, B. . Early Cases of Bertillon, the Logic Programming Sleuth. In: SBGames 2013 - XII Brazilian Symposium on Games and Digital Entertainment, 2013, São Paulo. Proc. XII Brazilian Symposium on Games and Digital Entertainment - SBGames 2013. Porto Alegre: SBC, 2013. v. 1. p. 7-16.

Camanho, M.M. ; FEIJO, B. ; Furtado, A.L. ; POZZER, C. T. ; Ciarlini, A.E.M. . A Model for Stream-based Interactive Storytelling as a New Form of Massive Digital Entertainment. In: SBGames 2013 - XII Brazilian Symposium on Games and Digital Entertainment, 2013, São Paulo. Proc. XII Brazilian Symposium on Games and Digital Entertainment - SBGames 2013. Porto Alegre: SBC, 2013. v. 1. p. 109-117.

VALENTE, L. ; FEIJO, B. ; LEITE, J. C. S. P. . Features and Checklists to Assist in Pervasive Mobile Game Development. In: SBGames 2013 - XII Brazilian Symposium on Games and Digital Entertainment, 2013, São Paulo. Proc. XII Brazilian Symposium on Games and Digital Entertainment - SBGames 2013. Porto Alegre: SBC, 2013. v. 1. p. 90-99.

Zamith, M. ; VALENTE, L. ; Joselli, M. ; SILVA JUNIOR, J. ; CLUA, E. ; FEIJO, B. . A Game Architecture Based on Multiple GPUs With Energy Management. In: SBGames 2013 - XII Brazilian Symposium on Games and Digital Entertainment, 2013, São Paulo. Proc. XII Brazilian Symposium on Games and Digital Entertainment - SBGames 2013. Porto Alegre: SBC, 2013. v. 1. p. 54-63.

### 2012

LIMA, EDIRLEI SOARES DE ; FEIJO, BRUNO ; FURTADO, ANTONIO L. ; CIARLINI, ANGELO ; POZZER, CESAR . Automatic Video Editing for Video-Based Interactive Storytelling. In: 2012 IEEE International Conference on Multimedia and Expo (ICME), 2012, Melbourne. 2012 IEEE International Conference on Multimedia and Expo. p. 806-811.

LIMA, E. S. ; FEIJO, B. ; Furtado, A.L. ; Ciarlini, A.E.M. ; POZZER, C. T. ; Silva, F.A.G. . A Multi-User Natural Language Interface for Interactive Storytelling in TV and Cinema.. In: Brazilian Symposium on Games and Digital Entertainment - SBGames, 2012, Brasilia. 11th Brazilian Symposium on Games and Digital Entertainment - SBGames 2012, 2012.

Joselli, M. ; SILVA JUNIOR, J. R. ; Valente, Luis ; CLUA, E. ; FEIJO, B. ; Leal-Toledo, R. ; SOLURI, E. . An Architecture for Mobile Games with Cloud Computing Module (Conference Best Paper Award). In: Brazilian Symposium on Games and Digital Entertainment - SBGames, 2012, Brasilia. 11th Brazilian Symposium on Games and Digital Entertainment - SBGames 2012, 2012. p. 8-16.

### 2011

LIMA, E. S. ; FEIJO, B. ; BARBOSA, S. D. J. ; Furtado, A.L. ; Ciarlini, A.E.M. ; POZZER, C. T. . Draw Your Own Story: Paper and Pencil Interactive Storytelling. In: 10th Int Conf on Entertainment Computing - ICEC 2011, 2011, Vancouver. Entertainment Computing - ICEC 2011, Lecture Notes in CS. Berlin: Springer, 2011. v. 6972. p. 1-12.

Araujo, E.T. ; Ciarlini, A.E.M. ; POZZER, C. T. ; FEIJO, B. . A method to check the satisfaction of continuous-time constraints by nonlinear stories. In: Fourth Int. Conf. on Interactive Digital Storytelling, ICIDS 2011, 2011, Vancouver. Interactive Storytelling, ICIDS 2011, Lecture Notes in CS. Berlin: Springer, 2011. v. 7069. p. 272-277.

LIMA, EDIRLEI SOARES DE ; FEIJO, BRUNO ; BARBOSA, SIMONE ; SILVA, FABIO GUILHERME DA ; FURTADO, ANTONIO L. ; Ciarlini, Angelo E. M. ; Pozzer, Cesar T. . Multimodal, Multi-user and Adaptive Interaction for Interactive Storytelling Applications, 2011. p. 206-214.

LIMBERGER, RAMON ; Pozzer, Cesar Tadeu ; FEIJO, BRUNO ; LIMA, EDIRLEI SOARES DE . Supporting Characters in Interactive Storytelling, 2011. p. 241-249.

Nunes, Gustavo ; BRAGA, RODRIGO ; Valdetaro, Alexandre ; Raposo, Alberto ; FEIJO, BRUNO . Analysis and Implementation of Local Subdivision Algorithms in the GPU, 2011. p. 101-113.

Zamith, Marcelo ; Joselli, Mark ; Clua, Esteban Walter Gonzalez ; Montenegro, Anselmo ; LEAL-TOLEDO, REGINA CELIA P. ; Valente, Luis ; FEIJO, BRUNO . A Distributed Architecture for Mobile Digital Games Based on Cloud Computing, 2011. p. 79-88.

## 2010

VALDETARO, A. ; NUNES, G. ; RAPOSO, A. ; FEIJO, B. ; TOLEDO, R. . LOD terrain rendering by local parallel processing on GPU. In: IX Brazilian Symposium on Computer Games and Digital Entertainment (SBGames 2010), 2010, Florianopolis. Proceedings of the IX Brazilian Symposium on Computer Games and Digital Entertainment. Porto Alegre: SBC, 2010. v. 9. p. 169-176.

VALDETARO, A. ; NUNES, G. ; RAPOSO, A. ; FEIJO, B. . Understanding Shader Model 5.0 and the New Graphics API - DirectX11. In: IX Brazilian Symposium on Computer Games and Digital Entertainment (SBGames 2010), 2010, Florianopolis. Proceedings of the IX Brazilian Symposium on Computer Games and Digital Entertainment. Porto Alegre: SBC, 2010. v. 9. p. 1-18.

DE LIMA, EDIRLEI EVERSON SOARES ; Feijó, Bruno ; FURTADO, ANTONIO L. ; Pozzer, Cesar Tadeu ; CIARLINI, ANGELO E.M. . Director of Photography and Music Director for Interactive Storytelling. In: 2010 Brazilian Symposium on Games and Digital Entertainment (SBGAMES), 2010, Florianopolis. 2010 Brazilian Symposium on Games and Digital Entertainment. v. 9. p. 129-137.

Joselli, Mark ; Zamith, Marcelo ; Clua, Esteban Walter Gonzalez ; Montenegro, Anselmo ; LEAL-TOLEDO, REGINA CELIA P. ; Valente, Luis ; Feijó, Bruno . An Architecture with Automatic Load Balancing and Distribution for Digital Games. In: 2010 Brazilian Symposium on Games and Digital Entertainment (SBGAMES), 2010, Florianopolis. 2010 Brazilian Symposium on Games and Digital Entertainment. v. 9. p. 59-70.

## 2009

Camanho, M.M. ; Ciarlini, A.E.M. ; Furtado, A.L. ; POZZER, C. T. ; FEIJO, B. . A Model for Interactive TV Storytelling. In: SBGAMES 2009 - VIII Brazilian Symposium on Games and Digital Entertainment, 2009, Rio de Janeiro. Proc. SBGAMES 2009 - VIII SBGAMES 2009 - VIII Brazilian Symposium on Games and Digital Entertainment. Porto Alegre: SBC, 2009. p. 19-28.

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LIMA, E. S. ; POZZER, C. T. ; D'ORNELLAS, M. ; Ciarlini, A.E.M. ; FEIJO, B. ; Furtado, A.L. . Virtual Cinematography Director for Interactive Storytelling. In: ACE2009, 2009, Atenas. Proc. Int. Conf. on Advances in Computer Entertainment Technology (ACE2009). New York: ACM, 2009. v. 422. p. 263-270.

## 2008

Joselli, M. ; Zamith, M. ; Clua, E.W.G. ; Montenegro, A. ; CONCI, A. ; Leal-Toledo, R. ; VALENTE, L. ; FEIJO, B. ; d'Ornellas, M. ; POZZER, C. T. . Automatic Dynamic Task Distribution between CPU and GPU for Real-Time Systems. In: 11th International Conference on Computational Science and Engineering CSE 2008, 2008, São Paulo. 11th International Conference on Computational Science and Engineering. Washington, DC: IEEE Computer Society, 2008. p. 48-55.

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MACHADO, L. E. ; FEIJO, B. . Parallel Culling and Sorting based on Adaptive Static Balancing. In: SBGames 2008, 2008, Belo Horizonte. VII Symposium on Computer Games and Digital Entertainment, 2008. p. 16-23.

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Ciarlini, A.E.M. ; Camanho, M.M. ; Doria, T.R. ; Furtado, A.L. ; POZZER, C. T. ; FEIJO, B. . Planning and Interaction Levels for TV Storytelling. In: ICIDS 2008, 2008, Erfurt. Proc. of the 1st. Joint International Conference on Interactive Digital Storytelling, 2008. p. 198-209.

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**1996**

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**1994**

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**1993**

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**1992**

FEIJO, B. . Cognicao e Percepcao 3D Em Modeladores de Solidos. In: SIBGRAPI 92, 1992. AGUAS DE LINDOIA, SP..

**AWARDS, DISTINGUISHED LECTURES AND KEYNOTES**

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**2014**

SBGames 2014 Keynote Speaker, SBC.

Honorable Mention, WebMedia 2014 Conference, SBC.

**2013**

SBGames 2013 onference Third Best Paper, SBC

**2012**

SBGames 2012 Conference Best Paper Award, SBC

Honorable Mention - INTERACTIVITY, 2nd ITU IPTV Application Challenge, given to the PhD student Edirlei Soares de Lima, under Prof. Bruno Feijo's supervision, ITU - International Telecommunication Union.

**2011**

Marcelo Carvalho Award for promoting the development of video games in Brazil, ABRAGAMES – Brazilian Association of Game Developers.

Honorable Mention - INNOVATION, 1st ITU IPTV Application Challenge, given to the PhD student Edirlei Soares de Lima, under Prof. Bruno Feijo's supervision, ITU - International Telecommunication Union.

**2008**

IHC Conference Best Paper, Computer Human Interaction, SBC

**1997**

Honorable Mention – II Compaq Award for innovative research

3rd Place - C&G Best Paper Award, Computer&Graphics.

**1990**

Honorary Lecturer, Imperial College of Science, Technology and Medicine, London, UK.

## TEACHING

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Introduction to Programming I

Introduction to Programming II

Computer Animation and Games

Game AI

## PROJECTS AND PROFESSIONAL ACTIVITIES

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CURRENT PROJECTS ([www.icad.puc-rio.br](http://www.icad.puc-rio.br))

VFX & ANIMATION – New Processes for VFX in Television Production

VFX & ANIMATION – Interactive Objects in High-Definition Video

GAMES – Paper&Pencil Augmented Reality Game

GAMES – Pervasive Mobile Games

INTERACTIVE STORYTELLING – The Interactive Comics Project

INTERACTIVE STORYTELLING – Video-based Interactive Storytelling

INTERACTIVE STORYTELLING – The LogTell Project

MULTIMEDIA & EDUCATION – Educational Models for Technical Secondary Schools

INVITED MEMBER OF THE STEERING COMMITTEE OF THE AUDIOVISUAL INNOVATION PROGRAM OF THE CULTURE SECRETARY OF RIO DE JANEIRO, BRAZIL (2013 – present)

ELECTED MEMBER OF THE SPECIAL GROUP OF GAMES & DIGITAL ENTERTAINMENT OF SBC (2012 – present)

## UNIVERSITY AND DEPARTMENTAL SERVICE

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**General Coordinator for Programming Courses** (2003 – 2014)  
PUC-Rio

**Undergraduate Coordinator** (2005 – 2007)  
Department of Informatics, PUC-Rio

**Post-Graduate Coordinator** (1999 – 2001)  
Department of Informatics, PUC-Rio

**Coordinator of the Computing Laboratory** (1989 – 1998)  
Department of Informatics, PUC-Rio