PEDRO FIGUEIRÊDO

400 Bizzell St, College Station, TX | +1 979-288-1930 | pedrofigueiredo@tamu.edu | people.tamu.edu/~pedrofigueiredo

EDUCATION

Texas A&M University, United States of America

January 2020 - Present

Doctor of Philosophy in Computer Science

Eötvös Loránd University, Hungary

Bachelor of Science in Computer Science

January 2018 - December 2019

Universidade Federal da Paraíba*, Brazil

February 2015 - December 2017

Bachelor of Science in Computer Engineering

*Transferred to Eötvös Loránd University

RESEARCH PROJECTS

Implicit Representation of 3D Geometry

October 2021 - Present

Texas A&M University, United States of America

Nima Kalantari, PhD and John Kevser, PhD

- We improve on state-of-the-art methods for representing geometry as Signed Distance Fields. Based on DeepSDF.
- Our method leverages hyper-network learning to improve the capacity of implicit neural representation networks.

Meta-Learned Video Frame Interpolation

September 2020 - Present

Nima Kalantari, PhD

• We generate novel interpolating frames in videos using deep learning. Inspired by Jiang et. al.

Texas A&M University, United States of America

Our method leverages meta-learning to allow fast optimization at test time for implicit neural representation solutions.

Outdoor Scene Relighting

January 2020 - October 2020 Nima Kalantari, PhD

Texas A&M University, United States of America

• We use deep learning to change lighting conditions in outdoor scenes. Inspired by Xu et. al.

• Our solution encodes lighting direction using a MLP and processes lighting and albedo separately to obtain state-of-the-art results.

Real-Time Affine Transformations of 3D Meshes

August 2018 - December 2019

Eötvös Loránd University, Hungary

Csaba Bálint, MSc

- Created OpenGL application using octrees to leverage signed distance functions as a way of performing fast affine transformations in 3D meshes. Novel mesh representation allows real-time computation of operations not feasible in real-time before.
- Research on signed distance functions and real-time cone tracing presented at international conference.

Physically-Based Rendering for Motivating Undergraduate Students

January 2017 - December 2017

Universidade Federal da Paraíba, Brazil

Christian Pagot, PhD

- Developed CPU Pathtracer application in C++ for motivating computer engineering undergraduate students.
- Published paper discusses positive effects of implementing abstract calculus and physics concepts during undergraduate learning.

EXPERIENCE

Graduate Research and Teaching Assistant

January 2020 - Present

Texas A&M University, United States of America

- Graduate Research Assistant and Member of the Aggie Graphics Group. Advised by Dr. Nima Kalantari.
- Graduate Teaching Assistant for undergraduate and graduate courses.

Machine Learning Intern

May 2021 - August 2021

Ericsson, United States of America

- Designed and developed hardware resource forecaster for network infrastructure. Containerized solution uses statistical and deep-learning methods trained on existing logged usage data. Allows on-demand probability forecast suiting diverse use-cases.
- Lead the development of smart search engine for network defects. Containerized API and interface allows engineers to quickly find previously logged solutions of similar defects across Ericsson global. Uses combination of existing search algorithms and trained NLP models for enhanced suggestions. Validated and approved by network engineers.

Software Developer Intern

May 2018 - December 2019

Ericsson, Hungary

- Developed prototypes for Ericsson's edge computing platform leveraging quick 20ms response times from 5G hardware.
- Engineered and deployed 5G IoT applications for cloud computing hosted on AWS and Microsoft Azure.

C++ Developer Intern

January 2016 - December 2017

LAVID/UFPB, Brazil

- Developed software for image and video processing focused on data structure refactoring and algorithm optimization. Work resulted in 200% faster, more efficient modules and overall better user experience validated with user studies.
- Implemented application that leveraged object recognition via CNNs and text-to-speech tools for the visually impaired.
- Worked on main open-source project in Brazil for sign language translation, VLIBRAS.

SKILLS

Programming Languages Proficient: Python, C/C++. Familiar: HTML, CSS, JavaScript, Java, Swift, SQL, Shell.

Libraries Numpy, OpenCV, Pytorch, OpenGL, FFMPEG, C++ STD, Bootstrap.

Technologies AWS, Azure, Singularity, Docker, Git.

Languages English: certified advanced. Portuguese: native. Spanish: conversational.

VOLUNTEERING

Student Volunteer April 2021

ACM Intelligent User Interfaces - IUI, United States of America

• Session facilitator for virtual sessions.

Student Volunteer August 2020

ACM SIGGRAPH, United States of America

• Organized virtual sessions in the first virtual SIGGRAPH conference.

Project Engineer Officer

October 2017 - February 2018

IEEE, Brazil

• Organized projects and workshops focused on teaching new programming languages to undergraduate students.

AWARDS

Outstanding Bachelor's Thesis Award at Eötvös Loránd University.	2020
 First Place Award on the Scientific Students' Associations (TDK) at Eötvös Loránd University. 	2019
 National Higher Education Scholarship at Eötvös Loránd University. 	2019
 Stipendium Hungaricum Scholarship at Eötvös Loránd University. 	2018

PUBLICATIONS

- Figueirêdo, P., Kim, Y., Le Minh, N., Sitt, E., Ying, X., Zsók, V. 2020. How to Increase Interest in Studying Functional Programming via Interdisciplinary Application. Proceddings Eighth and Ninth International Workshop on Trends in Functional Programming in Education, Vancouver Canada and Krakow Poland, 11th June 2019 and 12th February 2020. 321, 37-54. DOI: 10.4204/EPTCS.321.3
- Figueirêdo, P.H.V. de 2017. Relato de Experiência Sobre o Aprendizado de Introdução à Renderização Baseada em Física em um Curso de Graduação da Área de Computação. Comunicações em Informática. 1, 1 (dez. 2017), 18-21. DOI:10.22478/ufpb.2595-0622.2017v1n1.37497.