

CURRICULUM VITAE

RENATO SCARONI

CONTACT INFORMATION

- **Home Address:** Raul Pompéia Street, 199 Ap. 163 - Vila Pompéia
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PERSONAL INFORMATION

- **Birth date:** 27/06/1991
- **Marital status:** Single
- **Hometown:** São Paulo - Brazil

ACADEMIC INFORMATION

2010-2015	University of São Paulo Undergraduate program in Computer Science
Feb-Jul/2012	Instituto Superior Técnico - Lisbon Technical University Computer and informatics engineering Exchange Student Supported by the brazilian national research council (CNPq) Science without borders programme

LANGUAGE STUDIES

- **Cultura Inglesa**
(2011) finished proficiency module
- **English Language Center - Bristol (England)**
(2012) 1 month immersive course at the proficiency class

OTHER ACTIVITIES

- Active member at HACKLAB.ES
(2010) - Group dedicated to studies on artistic application of different technologies mainly arduino and other open standards
- USPGameDev Contributor
This includes teaching some short workshops and lectures on gimp and photoshop usage
(2014) - University of São Paulo's group focused on game developing and other game related discussions.
- Some other studies and personal side projects can be found in my github page:
<https://github.com/renato-scaroni/>

PROFESSIONAL EXPERIENCES

- 09/2015–present **Position:** Technical consultant
Employer: Interfusão - it solutions for laboratory information management
Attributions: Implement solutions for laboratory data management process optimization and automation using LIMS
- 12/2014–07/2015 **Position:** Software engineering intern
Employer: Scipopulis - Urban mobility and public transportation data mining
Project: Busbusters - Urban mobility game
Attributions: Game logic and UI unity 3D C# and Node.js backend programming
- 06/2014–02/2015 **Position:** Programmer
Employer: GETEC - Group for studies in education technology applied to accounting of the Faculty of economics, business administration and accounting sciences
University of São paulo
Project: DEBORAH Game - Double Entry Book-keeping OR Accounting History
Attributions: Game logic and UI unity 3D C# programming
- 08/2012–12/2013 **Position:** Software engineering intern
Employer: Evobooks - educational software
Projects: 3D interactive applications about basic high school subjects in special about celular biology, human anatomy and physiology and basic astronomy
Attributions: Unity 3D C# programming
- 02/2011–08/2012 **Position:** System Administrator
Employer: Institute of mathematics and Statistics

Univesity of São Paulo

Attributions: Shell scripting and authentication system implementation and configuration

TECHNICAL KNOLEDGE

- **Unity 3D game engine programming using C# as scripting language;**
 - **Operating systems (System administration):** Configuration and management of basic network systems such as webservers, Kerberos authentication system, LDAP, mail services on Debian linux servers as well as Python and Bash scripting;
 - **Realtime web programming using WebSockets and the Scket.IO framework;**
 - **Web programming using python along with google app-engine and simple web frameworks such as cherrypy;**
 - **Web development using node.js;**
 - **MySQL, MSSQL, Google Data store and MongoDB databases;**
 - **Most fluent programming languages:**
C#, JavaScript, Python, C, C++, Java;
 - **Experience using SVN, Git and Hg version control systems;**
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LANGUAGES

- **English** fluent, PET cambridge certificate;
- **Portuguese** mother tongue;
- **Spanish** understand basics;

São Paulo, 3 de fevereiro de 2016