

PUBLICATIONS

Interactive Animation of the Eye Region

João Cardoso

Master Thesis, The University of British Columbia, 2016

Interactive Gaze Driven Animation of the Eye Region

Debanga Neog, João Cardoso, Anurag Ranjan, Dinesh Pai

ACM Web3D '16 Proceedings of the 21st International Conference on Web3D Technology

- Best paper award

Gaze Driven Animation of Eyes

Anurag Ranjan, Debanga Neog, João Cardoso, Dinesh Pai

ACM SIGGRAPH/Eurographics Symposium on Computer Animation 2015

ADDITIONAL RESEARCH

Precomputed Radiance Transfer for Skinned Geometry with Pose

Varying Subsurface Properties

João Cardoso, Marc Jarvis, Sheldon Andrews, Simon Labute, Paul Kry, Derek Nowrouzezahrai

Computer Animation and Interaction Capture Lab 2013

EDUCATION

Master of Science, Computer Science

University of British Columbia

September 2014 - November 2016 | Vancouver, Canada

- Computer Science Merit Award



Exchange, Honours Computer Science

McGill University

Winter Term 2013 | Montreal, Canada



Bachelor, Computer Science

University of Coimbra

September 2011 - June 2014 | Coimbra, Portugal

- 3% Best Student Award, December 2012

- EU - Canada Transatlantic Exchange Program Partnerships Scholarship, June 2012



Classical Guitar

Conservatório de Música de Coimbra

2002 - 2012 (10 years) | Coimbra, Portugal

PROFESSIONAL EXPERIENCE

Teaching and Research Assistant

Sensorimotor System Lab, University of British Columbia

September 2014 - November 2016 | Vancouver, Canada

- CPCS 314 Winter 2015, Computer Graphics
- CPCS 314 Winter 2016, Computer Graphics



Undergraduate Researcher

Computer Animation and Interaction Capture Lab, McGill University

May 2013 – September 2013 (5 months) | Montreal, Canada

- My work on an undergraduate course served as the starting point of a research project supervised by professors [Paul Kry](#) and [Derek Nowrouzezahrai](#) (Université de Montreal).
- Research stipend in the framework of a Natural Sciences and Engineering Research Council of Canada Discovery Grant Program awarded from [Paul Kry](#).



Software Engineer Intern

Delta Engine

August 2012 – November 2012 (4 months) | Hannover, Germany

- Implemented the first versions of a C++ game engine, which included unit tests and essential features, such as graphics rendering, window management and framework layout.
- Developed the initial technology for automatic conversion of games and the C# engine into C++.



Technical Specialist

Curse Inc

April 2012 – April 2013 (1 year) | San Francisco, California

- Selected and written articles on remarkable game plug-ins.
- Performed interviews with the developers of spotlighted software.
- Worked with the Product Manager, Lead Editor and the Video Editing team to ensure new items were published on a weekly basis.



User Interface Developer

Independent Worker

August 2006 – Present (11 years)

- Started own business at the age of 13, developing third party gaming software.
- Currently responsible for over 20 different projects, which include some of the most famous user interface game plug-ins in the market, counting over 50 million total downloads.