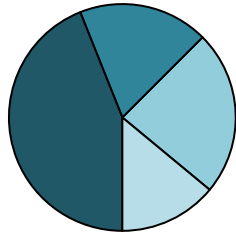




Christopher Shneider Cerqueira

How would I describe myself?



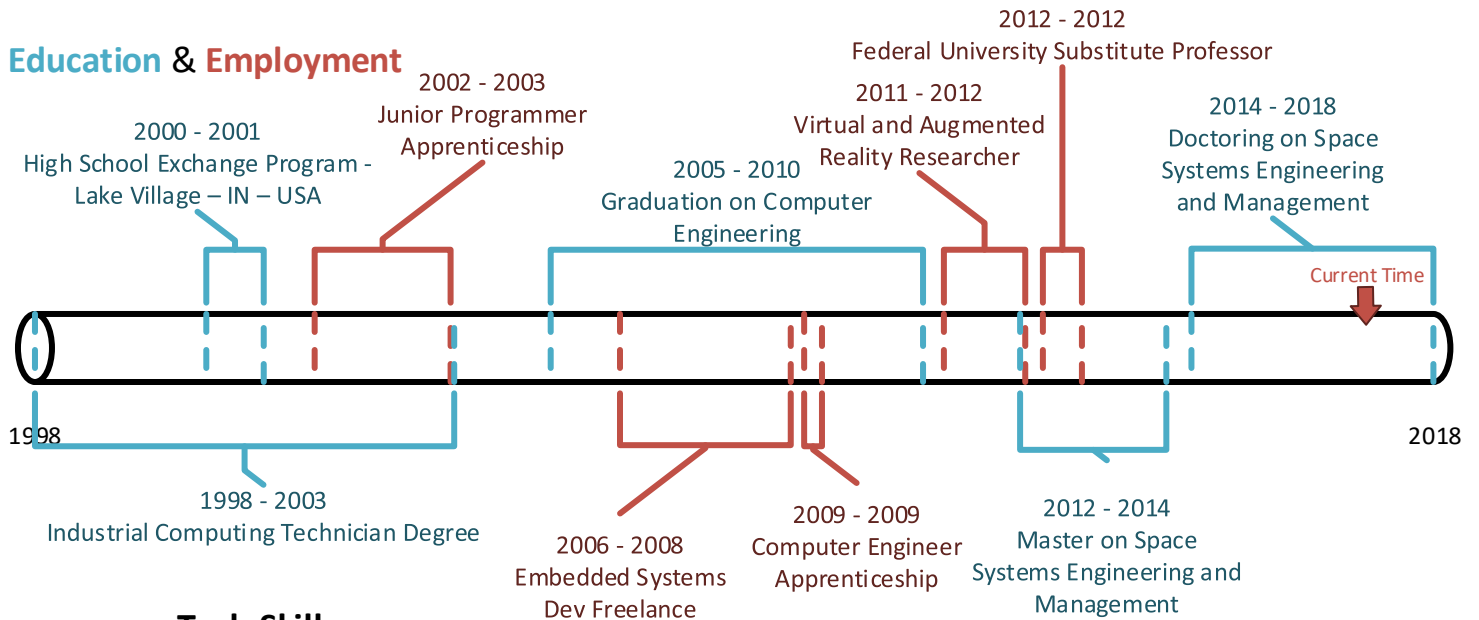
- Workholic
- Curious
- Team Work
- Crazy Ideas

Augmented and Cross Reality Researcher

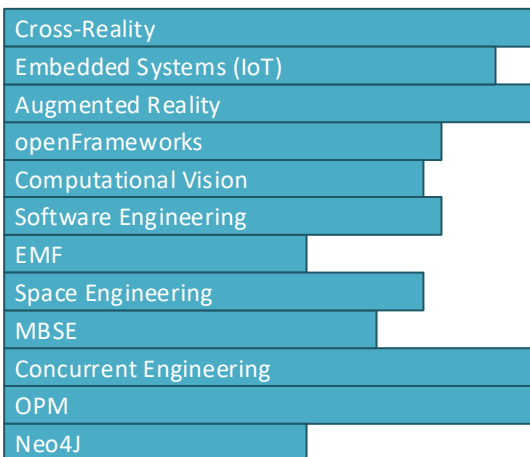
Meta Description: Bluesman, programmer, guitar player, human-interface researcher, life-time student, geek, UX developer, motorcycle rider, song writer, computer engineer...

What I research: Human Machine Interaction, Natural User Interaction, Design Languages, Distributed Simulation, Graph Theory, Ubiquitous Systems, Space, System Engineering, Model Based System Engineering, and Concurrent Engineering.

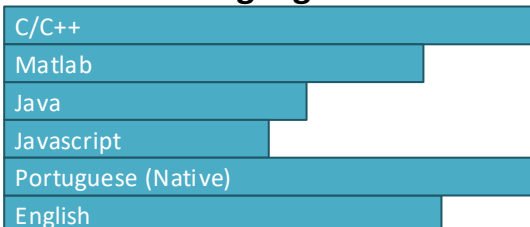
Education & Employment



Tech Skills:



Languages:



Other interests: Cigar Box Guitar, CubeSats, Arduino, ESP8266, Kinect, Big Data, Control Theory, Rockets, eletronics and disabled related UI.

(current) Thesis Project: Developing using an 2D IoT tabletop drone swarm (built with ESP8266) empowered by projected Augmented Reality interface aura (built with ARToolkitPlus, Kinect and openFrameworks). The Cross-Reality (AR + IoT) Environment will support a Model Based Concurrent Engineering Process for Space Systems Concept Studies

Master's Dissertation Project: Developed a XML based satellite simulator, and a simulation data 3D navigation front-end with openFrameworks to a Satellite Operational Simulator.

Engineering Graduation Project: Reviewed, and tested, Augmented Reality (AR) technologies to museums: ARToolkit, openCV, and Wiimote.

Technician Graduation Project: Spectral Analysis Embedded software in HC908 Freescale chip to colour selecting machine.

Cisco CCNA. Network Design. Certification period: 2001-2004
2002 - INEXH - DL - Development and Leadership.

Get in touch:



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