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### EXPERIENCE

# Nuwa Pen 🗗 🔗

Groningen, NL

Sensor Fusion Engineer

Nov 2023 - Present

- Designed real-time sensor fusion pipeline to estimate pen motion from IMU, 3 cameras, and force sensor
- Derived and implemented nonlinear Kalman filters (EKF/UKF), improving orientation accuracy 3x and reducing velocity error 4x
- Developed offline and online algorithms for IMU calibration, reducing inclination error by over 2x and heading error by **over 3x**
- Built tool to collect, annotate, and calibrate camera intrinsics/extrinsics, reducing reprojection error **over 7x** (implemented overnight)
- Built simulation, playback, and evaluation tools with OptiTrack integration, integral to the team's workflow

Software Engineer

Mar 2022 - Nov 2023

- Designed and implemented the firmware architecture for a Cortex-M4-based embedded system
- Developed camera and IMU drivers (SPI/I<sup>2</sup>C) for real-time sensor data streaming
- Integrated and programmed FPGA in Verilog, achieving a 15x increase in image capture rate
- Built desktop tool in C++/OpenGL/ImGui for playback, inspection, and debugging, actively used by the team

## U-Get (Coca-Cola) ▶

São Carlos, BR

Software Engineer

Dec 2019 - Sep 2022

- Built backend and admin console for Coca-Cola smart vending machines across Brazil
- Developed Android software to interface with ESP32 cameras and stream sensor data to the backend
- Built a photo-realistic synthetic dataset generator, increasing product detection accuracy by 10%
- Deployed the tool headlessly on servers for continuous dataset generation using dynamic product configs

### EDUCATION

# University of Groningen – AI/CS Exchange Program

 $Feb\ 2022 - Feb\ 2023$ 

Exchange Scholarship Recipient

Groningen, NL

University of São Paulo - BSc in Computer Science

Feb 2019 - Feb 2024

Specialization in Robotics. GPA 3.8/4.0. Awarded Academic Excellence (Top 3%)

São Carlos, BR

### Projects

# ImPlot3D – Interactive 3D Plotting 😯

A high-performance C++/Python 3D plotting library for visualizing 3D data interactively ( $\bigstar 850+$  GitHub stars)

- Real-time **GPU-accelerated** rendering of 3D lines, surfaces, meshes, and point clouds
- Intuitive controls for camera rotation, pan, zoom, and interactive legends
- $\bullet$  Supports custom  $\mathbf{markers},\,\mathbf{colormaps},\,\mathrm{and}\,\,\mathbf{visual}\,\,\mathbf{styling}$
- Live WebGL demo: 6

# Atta – Multi-Robot Simulator &

A fast and modular C++ simulator for large-scale multi-robot systems (40k+ LOC)

- Built cross-platform simulation engine with modular physics, rendering, and sensor stacks
- Enabled real-time GPU/CPU simulation with dynamic switching and CUDA acceleration
- Designed **custom scripting engine** with hot-reload and shared library support
- Developed high-fidelity sensor simulation and physically based rendering for realistic environments
- Added web support via Emscripten; see live demos at §

### PATENTS

# Handwriting detecting pen (WO2024072219A1)

Mar 2023 **§** 

A ballpoint pen equipped with a wide-angle camera system and IMU to capture handwriting in real time and transmit it digitally; patented as part of the Nuwa Pen product.

# Publications

B.C. Queiroz, D. MacRae, "Occlusion-based object transportation around obstacles with a swarm of miniature robots," Swarm Intelligence, 2024. •

B.C. Queiroz, F. Ferreira, "Soccer Robots Modeling Project Based on RoboCupJunior: Simulation Environment for Physical Robot Improvement," RoboCup 2021: Robot World Cup XXIV, 2022. •

# TECHNICAL SKILLS

**Programming:** C/C++, Python, CMake, Verilog, GLSL, CUDA, TypeScript, JavaScript, SQL

Robotics: Kalman Filter, EKF/UKF, Visual Odometry, SLAM, Nonlinear Optimization, Sensor Fusion, Monte

Embedded Systems: Embedded C++, STM32, ESP32, FPGA, SPI/I<sup>2</sup>C, UART, USB, BLE, RTOS, J-Link Hardware & Prototyping: PCB Design (Altium Designer), CAD (SolidWorks, Onshape), Oscilloscope, Logic Analyzer, OptiTrack, Soldering, 3D Printing

Tools & Frameworks: Git, GitHub Actions, GDB, Docker, Wireshark, RenderDoc, Blender, ImGui