Waldir Pimenta — Curriculum Vitae

Personal Information

Name:	Waldir Pimenta
Date of birth:	16 February 1986
Citizenship:	Portugal and Cape Verde
Residence:	Braga, Portugal
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Professional Experience

Technical writer

🏢 Feedzai (www.feedzai.com) | Porto, Portugal (remote)

🕐 *Jul 2021 – present*

🔧 Contributed to product documentation, docs tooling and CI setup

DevExp and Documentation engineer

🏢 Uphold (www.uphold.com) | Braga, Portugal (remote)

🕐 *Feb 2020 – Jul 2021*

🔧 Maintained API and developer docs; coordinated internal talks and hackathons

Backend developer

🏢 Uphold (www.uphold.com) | Braga, Portugal

🕐 *Sep 2018 – Feb 2020*

🔧 Worked on apps interfacing with crypto and fiat payment networks (ACH)

Desktop software developer

🏢 PeekMed (www.peekmed.com) | Braga, Portugal

🕐 *Oct 2015 – Jul 2017*

🔧 Worked on a 3D surgical planning application based on DICOM medical imaging

Research software developer

🏢 Vicomtech (www.vicomtech.org) | Donostia-San Sebastián, Spain

🕐 *Mar 2010 – Oct 2010 (Erasmus academic internship)*

🔧 Developed a 3D face recognition application in C++ using Qt and OpenCV

Augmented Reality (AR) developer

🏢 CCG — Computer Graphics Center (www.ccg.pt) | Guimarães, Portugal

🕐 *Jul 2009 – Jan 2010 (research grant)*

🔧 Built an experimental AR application with custom 3D modeling and animation

Education

PhD in Computer-generated holography

🏛 Minho University (www.uminho.pt) | Braga, Portugal

🕐 *Feb 2011 – Jul 2018 (unfinished)*

🔧 Thesis: Exploiting Coherence in Rendering for Computer Generated Holography

MSc in Computer Graphics and Artificial Intelligence

🏛 Minho University (www.uminho.pt) | Braga, Portugal

🕐 *Oct 2008 – Dec 2010*

🔧 Thesis: [Face recognition using 3D structural geometry of rigid features extracted from 2D images](#)

🎓 Final grade: 17 out of 20

BSc in Computer Graphics and Multimedia

🏛 Polytechnic Institute of Viana do Castelo (www.ipvc.pt) | Viana do Castelo, Portugal

🕐 *Sep 2004 – Mar 2008*

🔧 Final project: C# image processing software to convert raster topographic maps to vector graphics (SVG)

🎓 Final grade: 16 out of 20

Publications

Efficient generic face model fitting to images and videos
[journal article]

👤 L. Unzueta, W. Pimenta, J. Goenetxea, L. P. Santos, F. Dornaika (2014)

📄 Image and Vision Computing 32 (5), 321-334.

A comprehensive taxonomy for three-dimensional displays
[conference paper]

👤 W. Pimenta, L. P. Santos (2012)

📄 [WSCG 2012](#)

📍 Plzeň, Czech Republic

Face recognition using 3D geometry of rigid features extracted from 2D images
[academic thesis]

👤 W. Pimenta (2010)

📄 Master's thesis — Minho University

📍 Braga, Portugal

Awards and Achievements

- 2016: [3rd place](#) (as part of a team), [Porto Summer of Code](#)
- 2011: [2nd place](#) scientific award, [Fraunhofer Portugal Challenge](#)
- 2004: Winner of public contest for the coat of arms of the Paul municipality, Cape Verde
- 2004: Athlete of the Year award by the City Hall of Mindelo, Cape Verde
- 2003: Gold medal (male junior kata), XIII [World Koshiki Karate-dō Championship](#), Lisbon, Portugal.
- 2003: Winner of public contest for the coat of arms of the Sal municipality, Cape Verde