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AWARDS

2010/11
INOV-Art Grant

2006/08
Calouste Gulbenkian Foundation and
Luso-American Foundation Scholarship

2006/08
New York University - Tisch School of
the Arts Graduate Student Scholarship

2005
Honor Award IMAGO'05 / Heineken
"Wanna be a vj" contest

SKILLS

Exploratory Research;
Conceptual Design;
High and Low fidelity Prototyping;
Storytelling;
Persona / Scenario creation;
Storyboarding;
Video Sketching;
Physical Computing;

PROGRAMMING:

Processing,
C++/OpenFrameworks,
Isadora,
Eyesweb,
ActionScript 3.0

MICROCONTROLLERS:

Arduino/Wiring platforms

SOFTWARE:

Adobe Photoshop,
Adobe Illustrator,
Adobe Flash,
Adobe After Effects,
Adobe Premiere,
Apple Final Cut Pro,
Apple DVD Studio Pro,
Autodesk Cleaner

FABRICATION:

Fiberglass,
Rubber molding,
wood and light metals

LANGUAGES

Portuguese (native);
English (fluent);
Spanish (fluent);
French (read ability);

EDUCATION

May 2008

MPS, Interactive Telecommunications Program,
Tisch School of the Arts New York University

Dec 2004

Human Factors and Usability for Information Systems – HCI Specialization
Universidade Técnica de Lisboa

Sept 2003

Novas Tecnologias da Comunicação (New Media and Interactive Technologies)
Universidade de Aveiro

PROFESSIONAL EXPERIENCE

Jan 2012, currently

Visiting Scholar

MFA Design and Technology - Parsons The New School for Design

September 2009, currently

Freelancer

Interaction Design and Creative technology Consulting

May 2010 - March 2011

T-MEMA

Researcher / Interaction Designer

October 2008 - July 2009

IDEO

Interaction Designer and Consulting

July - September 2008

T-MEMA

Collaboration and assistance to artists Zachary Lieberman and Golan Levin on the deployment of T-MEMA's interactive installations.

Jan 2008 - May 2008

EYEBEAM - OpenLab _ R&D

Internship with resident artist Zachary Lieberman. Creation of educational materials for the OpenFrameworks programming language community.

May 2004 - August 2006

TEATRO DA TRINDADE

Multimedia creative and researcher specialized in the design and implementation of interactive video and projection systems. Creation of visual media for Theater plays. Consultant for real-time media technologies.

March 2003 - March 2004

C.I.T.I. (Universidade Nova de Lisboa)

Research and multimedia development, authoring and interaction design for tourism, corporate and entertainment websites.

2003 - currently

Workshop instructor - freelance

Created and taught Workshops on Live-visuals performance with strong focus on interface design, historical and technological perspectives.

1999 - currently

Live Visuals / VJ performer - freelance

Developped and performed visual contents with musicians, sonic performers and Dj's.

PUBLICATIONS

2009

'TuIST - Transformable uber Interface for Stardom'

Proceedings of the 23rd BCS Conference on Human Computer Interaction,
HCI'09, Cambridge - UK

2008

'TuIST - Transformable uber Interface for Stardom'

Proceedings of the International Conference on Advances in Computer Entertainment Technologies, **ACE'08**, Yokohama - Japan

'Loop-R'

Proceedings of the International Conference on Advances in Computer Entertainment Technologies, **ACE'08**, Yokohama - Japan

2005

'Loop-R - Realtime video controller interface'

Proceedings of the New Interfaces for Musical Expression Conference
NIME'07, New York - USA