

# Pereira, Rui P. G.

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## AWARDS

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

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,  
Max/Msp,  
Eyesweb,  
ActionScript 3.0

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

FABRICATION:  
Fiberglass,  
Rubber molding,  
wood and light metals

MICROCONTROLLERS:  
Arduino/Wiring platforms

## 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 – Specialization**  
Universidade Técnica de Lisboa

Sept 2003  
**Novas Tecnologias da Comunicação (New Media and Interactive Technologies)**  
Universidade de Aveiro

## PROFESSIONAL EXPERIENCE

October 2008 - current  
**IDEO**  
Interaction Designer and consultant at IDEO

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

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