ADRIAN LEON

PH.D. STUDENT

CONTACT

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📍 IST - University of Lisbon

INTERESTS

- VR/AR/MR
- Game Design
- Neuroscience
- Education
- Accessibility

WEBSITE

in Adrian Leon

ABOUT ME

Pursuing research in benefit for society with a strong component in accessibility for virtual environments. Fascinated by the origins of intelligence and its application in artificial machines. Interested in multidisciplany work, using programming, engineering and social skills to impact society.

EDUCATION

Ongoing **Ph.D. XR for Accessiblity**
Instituto Superior Tecnico - Portugal

Research on multi-modal inputs for game control and accessibility using VR, eye tracking, BCI devices, and learning algorithms to enhance gaming for disabled individuals.

2022 **Master in Microelectronics**
Polytech Tours - France

Stability and behavior of dynamical systems; design of controllers and observers for non-linear systems; electronic components, microcircuit fabrication, and C++ programming.

2021 **Engineering in Nanotechnology**
Yachay Tech University - Ecuador

Bilingual program with research, internship, and lab experience. Focus on computational physics (Python, Mathematica, Matlab) and biosignal processing.

EXPERIENCE

Ongoing **Cost Action Member - Media Accessiblity**
LEAD-ME Cost Action

Active member of the LEAD-ME project, working with European stakeholders to meet Media Accessibility milestones. Organize workshops and seminars to develop solutions, best practices, and guidelines for researchers and policy makers.

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TECH SKILLS

- Unity 3D
- OpenBCI
- OpenVibe
- Eye Tracking
- Voice Recognition
- Facial Gest. Recognition

PROG. LANGUAGES

- Python
- Mathematica
- C#
- Matlab

OPERATING SYSTEM

- Windows
- Linux
- Android

LANGUAGES

English (C1)
French (B2)
German (B1)
Spanish (Native)

WEBSITE

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2022 Researcher & Technician - Immersive Tech.
CEPRA XVI - Ecuador

Secured funding for a project on immersive technologies in physics education. Developed XR environments, rendered 3D models in Unity, and published review articles.

2021 Neuromatch Academy - Teaching Assistant
CEPRA XVI - Ecuador

Teaching assistant for an online computational neuroscience course. Guided discussions, answered questions, and tutored coding on key topics like biological principles and machine learning.

2020 Human Cognition & Brain Sciences - Internship
Max Planck Institute

RConducted Representation Similarity Analysis on fMRI data using Python and Matlab. Modeled BOLD signals for voxel-level lexical representation, laying groundwork for decoding lexical meaning from fMRI.

2018 FU Berlin/Experimental Physics - Internship
Max Planck Institute

Characterization of Single Wall Carbon Nanotubes (SWCNT) and statistical analysis. Further ongoing research with results.

COURSES

2021 Deep Learning - Neuromatch Academy

2020 Comp. Neuroscience - Neuromatch Academy

2020 Comp. Psychiatry - ETH Zurich

PAPERS & CONFERENCES

2022 Immersive Technologies in Education
EDULEARN22 Proceedings

Speaker and co-author of review article concerning the use of VR, AR and XR for learning/teaching physics in higher education.

2021 Article SOLAR 2021 & Congress REDU VI

Co-author article at SOLAR 2021. Speaker with topic "Analysis of the solar resource for the installation of a photovoltaic power plant in a university campus".