Catarina Gonçalves Fidalgo

HCI Researcher

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SHORT BIO

Highly motivated by technological challenges and innovation, I designed and evaluated an approach for remote virtual collaboration during my master thesis. I am excited about research in Human-Computer Interaction, 3D User Interfaces and Mixed Reality, and want to follow a career in academia. Good analysis, communication and organizational skills, and very fast learner. In my one-year exchange program in India, and my two-month backpacking through southeast Asia, I have enriched my adaptability to new environments and developed great intercultural sensitivity.

EDUCATION

2021 – Present | PhD - CMU Portugal Program Dual Degree - Instituto Superior Técnico (Universidade de Lisboa) & Carnegie Mellon University

PhD Program in Human- Computer Interaction under the supervison of Professor Joaquim Jorge, Professor David Lindlbauer, and Doctor Maurício Sousa

2020 – 2021 | Advanced training post-graduate course (DFA) on Methodologies and Techniques of Scientific Research - Instituto Superior Técnico (Universidade de Lisboa)

2019 – 2020 | Development of Master Thesis in the Graphics & Interaction Group at INESC-ID

"MAGIC: Manipulating Avatars and Gestures to Improve Remote Collaboration" – supervision of Professor Joaquim Jorge and Doctor Maurício Sousa – 18/20

- New Design Space for object-centered collaboration that enables two users to remotely interact with 3D content, in a face-to-face formation, while sharing perspective.
- Development of a Virtual Reality Prototype for MAGIC implementation (developed in Unity3D using C#, UDP, and TCP)
- User evaluation of the system through a user study.

2014 – 2020 | Integrated Masters in Aerospace Engineering - Instituto Superior Técnico (Universidade de Lisboa)

Major in Avionics with Minor in Control and Systems - Bachelor's average: 14/20 | Master's average: 16/20

2018 – 2019 | One-year Exchange Program in Indian Institute of Technology Madras – Chennai, India

2011 – 2014 | High School - Escola Secundária Dr. Bento Da Cruz - Scientific-humanistic course in Science and Technology - Final average: 19/20

PUBLICATIONS

Catarina Fidalgo, Mauricio Sousa, Daniel, Rafael Kuffner dos Anjos, Daniel Medeiros, Karan Singh, Joaquim Jorge. 2021. *"MAGIC: Manipulating Avatars and Gestures to Improve Remote Collaboration"* - Submitted to ACM CHI Conference on Human Factors in Computing Systems 2022

Catarina Fidalgo. 2020. *"MAGIC: Manipulating Avatars and Gestures to Improve Remote Collaboration"* – HCI Master Thesis in the Computer Science and Engineering Department of Instituto Superior Técnico

IT KNOWLEDGE

- Software Development – C, C++, C#, Python, Assembly
- Web Development – HTML and CSS
- Computer Networking – TCP, UDP, IPv4, IPv6
- Virtual Reality and Augmented Reality – Unity 3D and Vuforia
- Control Systems - Real-Time Control, Flight Control
- Computational Mathematics – MATLAB
- Drawing and Geometrical Modelling – CAD (SolidWorks)
- Microsoft Office and Latex

PRE-PROFESSIONAL EXPERIENCE

2019 – 2020 | Junior Research Trainee - Graphics & Interaction Group - INESC-ID

August 2018 | Summer work as waitress (full time) – Churrasqueira S. José, Montalegre

2017 - 2019 | 11th and 12th grade Mathematics and Physics and Chemistry tutoring

COMPLEMENTARY ACTIVITIES

2021 | Member of the Web Chairs Committee at IEEE VR 2021 *[Premier international venue for the presentation of research results in the broad areas of virtual, augmented, and mixed reality (VR/AR/XR) - Development and maintenance of IEEE VR 2021's website]*

2020 | Student Volunteer at ACM ISS 2020 – Lisbon *[Association for Computing Machinery's conference of great impact in the Human- Computer Interaction area – Website maintenance]*

2016 | Volunteer at Web Summit 2016 – Lisbon – Operations' Team Leader. *[Europe's largest technology conference centered on internet technology]*

2007-2014 | Member of the National Body of Scouts - Agrupamento 1115 – Montalegre

2012 | Member of the COMENIUS Program– A Drop of Water for the Future. *[Project created at the initiative of the European Commission to raise awareness among young people and educational staff for the diversity and value of European cultures and languages in a multilateral exchange involving five schools from different countries (France, Turkey, Romania, Portugal, and Bulgaria)]*

HOBBIES

- Reading books and articles
- Cooking and baking
- Singing and playing Ukulele
- Swimming
- Watercolor painting and charcoal drawing

LANGUAGES

Portuguese	**French**	**English**
(Native proficiency)	(Native proficiency - Bilingual)	(Full professional proficiency)