

Samuel Gomes
Informatics Engineer

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EXPERIENCE

Teaching Assistant [Feb 2020 – Present]

Instituto Superior Técnico, Universidade de Lisboa, Lisbon (Portugal), tecnico.ulisboa.pt

Teaching practical lessons in Computer Science and Engineering Courses for BSc and MSc: Game Design; Game Development Methodology; Logic for Programming; Three-Dimensional Visualization and Animation.

Assisting/Assisted in the supervision of MSc Thesis: “Player Modeling with Artificial Intelligence in a Cooperative Setting”; “Study of The Role of Personality in Remote Teamwork in Virtual Environments”; “Synergistic Companions for Games”; “Team Formation in Gamified Environments”; and “Personality-Based Reward Sharing In Cooperative Games”.

PhD Scientific Researcher [Sep 2017 – Present]

Faculdade de Motricidade Humana, Universidade de Lisboa, Lisbon (Portugal), fmh.ulisboa.pt | Fundação para a Ciência e a Tecnologia, fct.pt

Researcher and developer in the project iPROLEPSIS: Psoriatic Arthritis Inflammation explained through multi-source Data Analysis guiding a novel Personalised Digital Care Ecosystem, with Grant agreement ID 101095697.

Artificial Intelligence for People and Society (AIPS) Group, INESC-ID, Lisbon (Portugal), inesc-id.pt | Fundação para a Ciência e a Tecnologia, fct.pt

Applied Artificial Intelligence, Adaptation and Personalization, Individual Differences and Preferences.

Researcher and developer in the following projects: FCT GIMME Project (Ref. SFRH/BD/143460/2019); AMIGOS Project (Ref. PTDC/EEISII/7174/2014); European Union’s Horizon 2020 LAW-TRAIN Project (Ref. 2020-FCT-2014/ 653587).

EDUCATION

Pursuing the Doctoral (PhD) degree in Informatics Engineering [Feb 2018 - Present]

Instituto Superior Técnico, Universidade de Lisboa, Lisbon (Portugal), tecnico.ulisboa.pt

Curricular grade: 19/20.

Bachelor (BSc) and Master (MSc) degrees in Informatics Engineering [Sep 2019 – Apr 2021]

Instituto Superior Técnico, Universidade de Lisboa, Lisbon (Portugal), tecnico.ulisboa.pt

Data Science and Games, MSc final grade: 18/20; BSc final grade: 14/20.

SKILLS

Languages

Portuguese (native); English (fluent).

Technical

Programming: LaTeX, Python, C#, C++, Prolog, (HTML, CSS, JS), R, Java.

Tools: django.js, d3.js, node.js, express.js, CUDA.

ACTIVITIES

Lab Manager – GAIPS lab [May 2024 – Aug 2024]

Helped with the organization of the lab resources and the technical maintenance of its automated systems.

Developer and Graphical/Audio Designer in Coding Competitions [Jul 2017 – Oct 2017]

Participated in Jams, Competitions and Hackatons: Global Game Jam (2018 – 2021); Google HashCode (2018 – 2021); Gulbenkian Hack for Good (2017).

Conference Organization [2019 - 2022]

Publication Chair for IVA 2022; Volunteer work for IVA 2022 and EPIA 2022; Reviewer for CoG 2024, 2022, 2020; AIIDE-20, VJ2019, and ICGI2019.

Member/Co-coordinator of the Técnico PhD Hub Social Work Group [Apr 2022 – Apr 2024]

Instituto Superior Técnico, tecnico.ulisboa.pt

Collaborated in the organization of social gathering events for PhD Students.

Monitor in Pedagogical Activities [Sep 2019 – Apr 2021]

TreeTree2, (Portugal), treetree2.org

Instructed the basics of Python programming to middle school students in the AfterSchool Project; and mentored students to conceptualize and develop a computer science project in Python in the HAC Project.

AWARDS

Teaching Excellence Diplomas (2019/2020 and 2021/2022), issued by Técnico Lisboa; Honorable Mention for the valuable contribution of "Reward-Mediated Individual and Altruistic Behavior," issued by Videogame Sciences and Arts. (2020); MSc Excellence Diploma, issued by Técnico Lisboa; MSc and BSc Merit Diplomas, issued by Técnico Lisboa.