Samuel Gomes
Informatics Engineer

(+351) 912 190 467 | samuel.gomes@tecnico.ulisboa.pt |
https://www.linkedin.com/in/sam-s-gomes/ | https://scholar.google.com/citations?user=U937SdIAAAAJ | Lisbon, Portugal

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"; "Preference-Based Student Team Assignment"; "Synergistic Companions for Games"; "Team Formation in Gamified Environments"; "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

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.