



Samuel Gomes

Personal Data

Nationality

Portuguese

Birth Date

14/11/95

Idioms

Portuguese

Birth Language

English

Mandarin

Introductory Business Mandarin Course by Portal Maritim Moniz

Education

Instituto Superior Técnico

- o Masters in Computers and Inf. Eng.

Grad. Date: July of 2017

- o Bachelor in Computers and Inf. Eng.

Grad. Date: July of 2015

Escola Secundária Leal da Câmara

Grad. Date: June of 2012

Skills

Programming Languages

Python, C#, C++, Java, HTML, C, HTML, CSS, JavaScript, JQuery, PHP, SQL, Prolog, R

Other Data Formats

XML, JSON, MultiDim

Libraries and Frameworks

django, pygame, d3.js, node.js, express.js, CUDA, AWS API

Tools

Git (GitKraken, SourceTree), Unity 3D, Pentaho Data Integration,

SPSS, FAtiMA Toolkit,

Mongo db, SQLite, Saiku, SQL Server,

Sublime, IntelliJ (IDEA, Rider), Visual Studio

Blender 3D, Inkscape, Krita, Paint.NET,

Audacity

Operational Systems

Linux (Arch, Raspbian), Windows

Specialities

Data Processing and Analysis

- o Data Analysis and Integration
- o Information Visualization
- o Parallel and Distributed Computing
- o Cloud Computing and Virtualization

Games

- o Computer Graphics
- o Artificial Intelligence
- o Multimedia Content Production
- o Autonomous Agents and Multi-Agent Systems

Other Preferences

- o Data and Information Systems Analysis
- o 3D Programming

Other Activities

IST: Portfolio 1/2 Management

Coach in the coaching teams

Awards

IST Teaching Excellence Diploma

Associated to the year 2019/2020

IST Excellence Diploma

Associated to the Master Degree

IST Merit Diplomas

Associated to the Bachelor and Master Degrees

Sintra – Lisboa/Lisbon – Portugal

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Work Experience

IST - Teaching Experience

Assistant for Education Support in Logic for Programming 2019/2020 - 2nd Semester

Assistant for Education Support in Three-Dimensional Visualization and Animation 2020/2021 - 1st Semester

Assistant for Education Support in Logic for Programming 2020/2021 - 2nd Semester

INESC-ID

Research assistant and developer in the LAW-TRAIN project (October of 2017 - April of 2018)

Research assistant and developer in the AMIGOS project (May of 2018 - December of 2019)

Researcher and developer in the GIMME (PhD) project since January of 2020 (already accepted and granted by FCT)

Research Review Roles

Sub-reviewer for ICGI2019

Sub-reviewer for VJ2019

Sub-reviewer for CoG 2020 full papers

Reviewer for CoG 2020 short papers

Sub-reviewer for AIIDE-20 full papers

Publications

Msc Thesis

Samuel Gomes, João Dias, and Carlos Martinho.

"Application and Design of GPU Parallel RRT for Racing Car Simulation. Case Study of Iterative Parallel Sampling RRT applied to The Open Racing Car Simulator"

2017

Instituto Superior Técnico

EPIA

Samuel Gomes, João Dias, and Carlos Martinho.

"Iterative Parallel Sampling RRT for Racing Car Simulation"

In: Progress in Artificial Intelligence. EPIA 2017

2017

Lecture Notes in Computer Science, vol 10423. Springer, Cham.

IEEE CoG

Samuel Gomes, João Dias, and Carlos Martinho.

"Group Interactions Manager for Multiplayer sErious games"

2019

In: IEEE Conference on Games (CoG) 2019

Tomás Alves, **Samuel Gomes**, João Dias, and Carlos Martinho.

"The Influence of Reward on the Social Valence of Interactions"

2020

In: IEEE Conference on Games (CoG) 2020

VJ

Samuel Gomes, Tomás Alves, João Dias, and Carlos Martinho.

"Reward-Mediated Individual and Altruistic Behavior"

2022

In: Videogame Sciences and Arts. VJ 2020

Samuel Gomes, Tomás Alves, João Dias, and Carlos Martinho.

"Message Across: A word matching game for reward-based in-game behavior change"

2022

In: Videogame Sciences and Arts. VJ 2020

HRI

Filipa Correia, Samuel Mascarenhas, **Samuel Gomes**, Patrícia Arriaga, Iolanda Leite, Rui Prada, Francisco S. Melo, and Ana Paiva

"Exploring Prosociality in Human-Robot Teams"

2019

In: 14th ACM/IEEE International Conference on Human-Robot Interaction (HRI'19)

AAMAS

Fernando P. Santos, Samuel Mascarenhas, Francisco C. Santos, Filipa Correia, **Samuel Gomes**, and Ana Paiva

"Outcome-based Partner Selection in Collective Risk Dilemmas"

2019

In: Proceedings of the 18th International Conference on Autonomous Agents and MultiAgent Systems

Software X

Patrícia Alves-Oliveira, **Samuel Gomes**, Ankita Chandak, Patrícia Arriaga, Guy Hoffman, and Ana Paiva

"Software architecture for YOLO, a creativity-stimulating robot"

2020

In: SoftwareX, 11, 100461.

RSS

Filipa Correia, **Samuel Gomes**, Samuel Mascarenhas, Francisco S. Melo, and Ana Paiva

"The Dark Side of Embodiment Teaming Up With Robots VS Disembodied Agents"

2020

In Robotics: Science and Systems

Extracurricular Activities

AfterSchool

Instructor in the AfterSchool project by TreeTree2 in the area of Computer Science (Informática I), from March of 2021 to April of 2021.

(<https://treetree2.school/>)

HAC

Supervisor in the project HAC from September of 2019 to June of 2020

(<https://www.treetree2.org/hac>)

Hack for Good

Participant in Gulbenkian Hack for Good 2017

(<https://github.com/SamGomes/hack-for-good-2017>)

Google HashCode Competition

Participant in Google HashCode 2018

(<https://github.com/SamGomes/hash-code-2018>)

Participant in Google HashCode 2019

(<https://github.com/SamGomes/hash-code-2019>)

Participant in Google HashCode 2021

(<https://github.com/SamGomes/hash-code-2021>)

Global Game Jam

Participant in GGJ 2018 @ Técnico/Belas-Artes

(<https://globalgamejam.org/2018/games/crossant>)

Participant in GGJ 2019 @ Técnico/Belas-Artes

(<https://globalgamejam.org/2019/games/my-freaking-neighbour>)

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Participant in GGJ 2020 @ Técnico/Belas-Artes

(<https://globalgamejam.org/2020/games/i-should-have-1>)

Participant in GGJ 2021 @ Técnico/Belas-Artes

(<https://globalgamejam.org/2021/games/lost-pixel-art-3>)

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