

# Alan Guedes — C.V.

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## Highlights

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- Computer Scientist with Ph.D. and multiple Postdoc researching ML for Video (360-degree, segmentation, compression) and Multimedia Communication (TV systems, multimedia scene descriptions)
  - [Google Scholar](#) with 60+ published papers, 150+ citations, h-index 7.
  - Awarded with a [Microsoft funding](#) (video classification) as Principal Investigator.
  - Contributed as reviewer and chair at research communities (ACM MM, ACM MMSys, ACM IMX, Springer MTAP, SBC WebMedia)
  - Experienced technology transfer to the TV industry by open source and standards (ITU-T SG16 and [TV Forum](#)).
  - Co-supervised students and lectured on under- and post-graduate modules.
  - Teaching experiences (module design, invited talks) and promoted students' [research on social impact](#).
- See certificates [here](#).

## Experiences

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### Work.....

#### University College London (UCL)

*Postdoc Researcher on ML project at [LASP Lab](#)*

2021–today

Highlights: ACM SIGMM committees and workshop organizer; co-supervised undergrad students.

- SpheryStream project funded by EPSRC to Improve 360-video streaming with profile-based methods.

#### Pontifical Catholic University of Rio de Janeiro (PUC-Rio)

*Postdoc Researcher on ML & Multimedia projects at [TeleMidia Lab](#)*

2017–2020

Highlights: project PI; team leader; standards contributions; SBC WebMedia committees and workshop organizer (students for social impact); co-supervised under/postgrad students; postgraduate lecturer assistant.

- [VideoMR](#) project, funded by Microsoft & RNP to detect inappropriate content in video scenes;
- AML (Anti-Money Laundry) project, funded by BTG Bank, to detect financial transactions risk and anomaly detection.
- [GT-RAP](#) project, funded by RNP, to develop a blockchain-based system for academic certificates.
- SBTVD Conformance Test Suite for Ginga D profile, funded by the Brazilian Ministry of Science and Technology, to be used by TV manufacturers.

#### Dynavideo

*Software engineer at [TV Division](#)*

2012–2013

Highlights: multiple awarded social impact projects.

- [Brasil4D](#) project, funded by World Bank, to transmit interactive TV content with social features to low-income families. Its impact results are available as [public report](#).

### Education.....

#### Pontifical Catholic University of Rio de Janeiro (PUC-Rio)

*Ph.D. in Informatics. Thesis on [Multimodal-multiuser support in multimedia scene descriptions](#)* 2013–2017

Highlights: thesis used in international standards; participate in industry committees.

- [PUC-Rio Ginga implementation](#), funded by PUC-Rio Software Licenses, to develop a reference implementation for TV manufacturers;
- SBTVD Conformance Test Suite for Ginga A/B/C profiles, funded by the Brazilian Ministry of Science and Technology, to be used by TV manufacturers.

#### Federal University of Paraiba (UFPB)

*MSc. in Informatics. Thesis on [Multi-device support in TV app stores](#)*

2010–2012

Highlights: thesis concepts used in the awarded Brasil4D project; undergraduate lecturer; project leader

- [GingaStore](#), funded by RNP, to design a broadband system to deliver TV applications.
- [Art TVDI](#), funded by RNP, to design agile methods for TV application development.

#### Federal University of Paraiba (UFPB)

*BSc. in Computer Science. Final report on [Component-based architecture for TV middleware](#)*

2005–2009

- [Ginga CDN](#), funded by RNP, to develop reusable TV middleware components.
- Tutor on Analysis and Design of Algorithms.
- Part-Time software developer at Dynavideo [TV Division](#) to prototype TV software in ST boards.

## Research

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### Publications

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[Google Scholar](#) shows 60+ published papers, 150+ citations, h-index 7. See below recent and some selected publications.

<i>Elsevier Book Chapter</i>	2022
<i>ACM Multimedia Systems.</i>	2022
<i>Springer Journal on Multimedia Tools and Applications.</i>	2016, 2020
<i>IEEE Symposium on Multimedia (ISM).</i>	2020
<i>SBC WebMedia</i>	2020, 2020, 2020, 2021, 2021, 2021
<i>ACM Symposium on Document Engineering.</i>	2019
<i>IEEE Multimedia Signal Processing.</i>	2019

### Committees

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#### ACM, Special Interest Group on Multimedia

*Reviewer and chairing* 2020-today

- ACM MM: reviewer (2022, 2023), area chair (2022)
- ACM MMSys: MMVE review (2021, 2022, 2023) and demo chair (2022)
- ACM IMX: reviewer (2022) and area chair (2022)
- ACM QoMex: reviewer (2023)

#### BR Computing Society (SBC), [Web&Mulimedia Committee](#)

*Steering Committee* 2021-today

*Reviewer and chairing* 2017-today

- [WebMedia](#) conference reviewer (2017-today), chair of Undergrad workshop (2018), chair of Demos Workshop (2019-2022), and chair of Social Impact Workshop (2019-2022)

#### Springer

*Reviewer* 2022-today

- Journal of Multimedia Tools and Applications: reviewer (2022, 2023)
- Iberoamerican Conference on TV Applications and Usability: reviewer (2020, 2021, 2022)

#### Brazilian TV Forum (SBTVD)

*Academic member at [Technical Module](#) contributing to [TV middleware standards](#)* 2017-2021

#### International Telecommunication Union (ITU)

*Academic member at [SG-16/Q13](#) contributing to [IPTV middleware standards](#)* 2017-2021

### Training

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**UCL:** Research Supervision; People Management Essentials; Fundamentals in Research Funding; GDPR; Data Protection.

**Nature MasterClass:** Narrative Tools for Researchers; Focus on Peer Review.

## Teaching

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#### UCL

*Co-supervise undergrad engineering projects.* 2022-today

#### SBC WebMedia

*Organizer of students workshop to promote Social Impact research.* 2018-2022

#### PUC-Rio

*Invited Lecture on ML for Multimedia to postgrad students (30+)* 2019

*Lecturer on TV development to undergrad students (30+).* 2013

#### Japan International Cooperation Agency

*Lecturer and course design on TV development to South American countries professionals (30+)* 2012

## RNP ESR

Lecturer on Linux Administration to IT professionals (30+)

2011

## UFPB

Lecturer and course design on Programming Introduction (C language) to undergrad students (15+)

2010

## Training

UCL: Personal Tutoring; Diversity and Inclusion; Connected Learning Essentials

LinkdinLearning: Moodle 3.9.

## Funding & Awards

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### Microsoft

Approved as PI in *VideoMR* Grant for video analysis

2019

### ACM

*SIGMM* Travel Award for MMSys

2022

*SIGHI* Gary Marsden Travel Award for IMX

2022

*SIGWeb* Travel Award for DocEng

2019

### TV associations

*FRIDA* Innovative TV technological solutions award for Brasil4D project

2014

*SET* Conference award on Best TV interactivity solution for Brasil4D project

2013

*PremioTV* on Innovation and Creativity for Brasil4D project

2013

### ITU

*IPTV* Application Challenge for GingaStore project

2012

## Skills

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**Academic:** Execute research agenda. Scientific and standard writing.

**Teaching:** Course design, Moodle, Presentation skills.

**Programming:** Python, TensorFlow, Bash, C++, Lua, Java, JavaScript, Latex, Docker.

**Social:** Good and empathic communication. Positive, make-it-happen, teamwork, lead-by-example attitudes.

**Languages:** English (fluent), Portuguese (mother tongue), and Spanish (fluent).

## References

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- Laura Toni, l.toni@ucl.ac.uk. Postdoc supervisor at UCL.
- Simone Barbosa, simone@inf.puc-rio.br. Ph.D. supervisor at PUC-Rio.
- Marcelo Moreno, moreno@ice.ufjf.br. ITU SG-16/Q13 and SBTVD collaborator.
- Roberto Azevedo, roberto.azevedo@disneyresearch.com. TeleMidia collaborator.