## **Highlights**

- Computer Scientist with Ph.D. and multiple Postdoc
- Google Scholar with 50+ published papers, 140+ citations, h-index 7
- Co-supervised students and lectured on under- and post-graduate modules
- Awarded Microsoft funding as PI
- Acted as reviewer and chair at research communities (ACM SIGMM, Springer, and SBC WebMedia)
- Technology transfer to the TV industry by open source and standards (ITU-T SG16 and BR TV Forum)
- Promote students' research on social impact (SBC WebMedia)

See certificates certificates here

## **Experiences**

Mork

### 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 Paraíba (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 Paraíba (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

Publications	
Google Scholar shows $40+$ published papers, $100+$ citations, h-index $6$ . See below recent and some	ne selected
publications.  Elsevier Book Chapter	2022
ACM Multimedia Systems.	2022
·	2022
IEEE Symposium on Multimedia (ISM).	2020
SBC WebMedia 2020, 2020, 2020, 2021, 2	
ACM Symposium on Document Engineering.	2019
IEEE Multimedia Signal Processing.	2019
Committees	
ACM, Special Interest Group on Multimedia	
	2020-today
<ul> <li>ACM MM: reviewer (2022, 2023), area chair (2022)</li> <li>ACM MMSys: MMVE review (2021, 2022, 2023) and demo chair (2022)</li> </ul>	
- ACM IMX: reviewer (2022) and area chair (2022)	
- ACM QoMex: reviewer (2023)	
BR Computing Society (SBC), Web&Mulimedia Committee	2021 !
-	2021-today
Reviewer and chairing - WebMedia conference reviewer (2017-today), chair of Undergrad workshop (2018), chair of Demos	2017-today Workshop
(2019-2022), and chair of Social Impact Workshop (2019-2022)	
Springer	
Reviewer  - Journal of Multimedia Tools and Applications: reviewer (2022, 2023)	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)	2017 2021
T	2017-2021
Training.	
<b>UCL</b> : Research Supervision; People Management Essentials; Fundamentals in Research Funding; GE Protection.	JPR; Data
Nature MasterClass: Narrative Tools for Researchers; Focus on Peer Review.	
Teaching	
UCL	
Co-supervise undergrad engineering projects.	2022-today
SBC WebMedia	
, ,	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	2013
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	2011
Lecturer and course design on Programming Introduction (C language) to undergrad students (15	5+) 2010
(	

Training		
UCL: Personal Tutoring; Diversity and Inclusion; Connected Learning Essentials		
LinkdinLearning: Moodle 3.9.		
Funding & Awards		
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		

# **Skills**

Academic: Execute research agenda. Scientific and standard writing.

Teaching: Course design, Moodle, Presentation skills.

IPTV Application Challenge for GingaStore project

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

## References

- Laura Toni, I.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.

2012