

# Alan Guedes — C.V.

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[alanlivio](https://www.instagram.com/alanlivio) • [alanlivio](https://www.youtube.com/channel/UC...)

## Shorbio

I am Computer Scientist (PhD & Postdoc), and my career can be seen threefold. In research, I have contributed to projects on Multimedia & Machine Learning (ML) and participated in technical committees ([ACM SIGMM](#) and [SBC WebMedia](#)). I am currently interested in non-Euclidean ML methods for the next generation of immersive and multimedia systems. Second, I have added value to the industry by contributing to applied projects and standards at industry forums ([ITU-T SG16](#) and [BR TV Forum](#)). While in teaching, I acted as an undergrad lecturer and postgraduate assistant. Also, I got involved in public engagement and promoted student interests in social impact.

## Experiences

### Work

#### UCL, LASP Lab

*Postdoc Researcher on ML project*

2021–today

Highlights: ACM SIGMM committees and workshop organizer; co-supervised undergrad students.  
- SpheryStream (Funded by EPSRC) to Improve 360-video streaming with profile-based methods

#### PUC-Rio, TeleMidia Lab

*Postdoc Researcher on ML & Multimedia projects*

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 (Funded by RNP and Microsoft) to detect inappropriate content in video scenes;
- AML – Anti-Money Laundry (Funded by BTG Bank) to detect financial transactions risk and anomaly detection;
- GT-RAP (Funded by RNP) to develop a blockchain-based system for academic certificates;

#### Dynavideo, TV Division

*Software engineer*

2012–2012

Highlights: multiple awarded social impact project.

- Brasil4D (Funded by World Bank): design a transmission of social impact TV content to low-income families. Its results were published at a [public report](#)

### Education

#### PUC-Rio

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

Highlights: thesis used in SBTVD standard; industry committees.

- PUC-Rio Ginga reference implementation, funded by PUC-Rio Software Licenses to TV manufacturers;
- From SBTVD Conformance Test Suite for TV manufacturers

#### UFPB

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

2010–2012

Highlights: thesis used in the awarded World Bank funded Brasil4D project; undergraduate lecturer; project leader

- GingaAppStore (Funded by RNP) to design broadband system to deliver TV applications;
- Art TVDI (Funded by RNP) to design agile methods for TV applications development;
- Ginga CDN (Funded by RNP) to develop reusable TV middleware components.

#### UFPB

*BSc. in Computer Science*

2005–2009

- Algorithms course undergraduate tutor;
- Part-Time software developer at Dynavideo TV Division to prototype TV software in ST boards.

## Research

### Publications

[Google Scholar](#) shows >50 published papers, >100 citations, h-index 6. 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

## Research Committees

### ACM SIG Multimedia

*Reviwer and chairing* 2020-today

- Multimedia conference: reviewer (2022), area chair (2022), reproducibility chair (2023)
- Multimedia Systems (ACM MM): MMVE review (2021, 2022, 2023) and demo chair (2022)
- Immersive Experiences(ACM IMX) conference: reviewer (2022) and area chair (2022)
- QoMex conference (ACM QoMEX): reviewer (2023)

### Web and Mulimedia Commitee of Brazilian Computing Society (SBC)

*Reviwer and chairing* 2017-today

- [WebMedia](#) conference: Steering Committee (2019-today), reviewer (2013-today), chair of Undergrad workshop (2018), chair of Demos Workshop (2019-2022), and chair of Social Impact Workshop (2018-2022)

### Springer

*Reviewer* 2022-today

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

## Industry Committees

### Brazilian TV Forum (SBTVD)

*Academic member at [Techincal 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

## Teaching

### Experiences

#### PUC-Rio

*Lecturer assistant on Multimedia and Machine Learning to postgrad students (30)* 2019

*Lecturer assistant on TV development (Ginga Brasil, Funded by RNP) 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

*Assistant on Linux Administration to IT professionals (30)* 2011

#### UFPB

*Lecturer (and course design) on Programming Introduction (C language) to undergrad students(30)* 2010

*Lecturer Assistant on Analysis and design of Algorithms to undergrad students (30).* 2008

### Public Engagement

*Chair of SBC WebMedia workshop to students researching on Social Impact.* 2018-2022

*Brasil4D social impact project to low-income families.* 2013-2014

## Funding & Awards

### Aproved Funding

*Approved as PI in [VideoMR](#) project (Funded by RNP and Microsoft).* 2019

<b>Awards</b> .....	
<i>ACM Travel Awards</i>	2017-2022
<ul style="list-style-type: none"> <li>- SIGMM Travel Award for MMSys (2022)</li> <li>- SIGWeb Travel Award for DocEng (2017, 2019)</li> <li>- SIGHI Gary Marsden Travel Award for IMX (2022)</li> </ul>	
<i>Brasil 4D</i>	2013-2014
<ul style="list-style-type: none"> <li>- SET Conference Award for Best TV interactivity solution</li> <li>- TV Award Honorable mention in Innovation and Creativity</li> <li>- FRIDA Award for innovative TV technological solutions</li> </ul>	
<b>ITU</b>	
<i>IPTV Application Challenge User-friendliness for GingaStore</i>	2012

## Skills

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

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

**Programing:** Python, TensorFlow, Bash, C++, Lua, Java, JavaScript, Latex, Dcoker.

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

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

## Training

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<b>UCL</b>	
<i>Data Protection for Researchers; Fundamentals in Research Funding.</i>	2022-2023
<b>Nature</b>	
<i>Interpreting Scientific Results; Focus on Peer Review.</i>	2022-2023
<b>ITU</b>	
<i>ITU-T A.1: Working Methods of ITU-T Study Groups</i>	2023

## References

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- Laura Toni, l.toni@ucl.ac.uk. Postdoc supervisor at UCL.
- Simone DJ Barbosa, simone@inf.puc-rio.br. PhD 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.