

Academic and Professional Curriculum

ANABELA Gonçalves
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-  33 years old · Portuguese
Driving licence category B and C
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Main Skills and Tools

App Development

Unity 3D | C# | AR SDKs (Vuforia, AR Core)

Web Development

HTML5 | JavaScript | Hugo

3D Production

Maya | Blender | 3D Studio Max

Design and Digital Art

Photoshop | Illustrator

Video editing

After Effects | Premiere | DaVinci Resolve

Animation 2D

Animator | Spriter2D

Academic Experience

Current Occupations:

Researcher in Augmented Reality at INESC TEC, Porto | Since January 2019

Researcher in Augmented Reality at Computer Science and Communication
Research Centre (CIIC) | Since April 2018
School of Technology and Management, Polytechnic of Leiria

Invited Lecturer | Since September 2014

Subjects: Computer Graphics, Interaction, Video Editing, Web, Graphic Design, Digital Animation.
School of Technology and Management, Polytechnic of Leiria

Previous Occupations:

March 2011 – July 2012

Invited Lecturer

Subjects: Graphic Design, Multimedia, Web
School of Technology and Management, Polytechnic of Leiria

Teacher in professional school

Subjects: Web, ICT
Escola Tecnológica e Profissional de Sícó (Avelar)

February 2009 – February 2011

Research Scholarship: 3D modelling and animation for cultural heritage.
School of Technology and Management, Polytechnic of Leiria

September 2008 – July 2010

Teacher in elementary school

Subjects: ICT
Instituto Vasco da Gama (Santiago da Guarda)

Corporate Experience

July 2007 – at present

Freelancer – Graphic design and Web developer

Services performed for various institutions – private companies and non-profit institutions

January 2012 – August 2015

Merchant and Supplier of construction materials

NewCleto, LDA – Santiago da Guarda

Education

September 2017 – at present

PhD student: Research in Multisensory Virtual and Augmented Reality

University of Trás-os-Montes and Alto Douro

September 2015 – July 2017

MSc., in Multimedia, Specialization: Technologies

Faculty of Engineering of the University of Porto

September 2004 – September 2008

BSc., in Computer Engineering

Specialization: Information and Communication Technologies (ICT)

School of Technology and Management, Polytechnic Institute of Leiria

Latest Professional Trainings

English course (C1 and C2 level)

“Programa de Aprendizagem Contínua de Língua Inglesa”, 60H + 60H

October 2016 and April 2018 | Centro de Línguas, Lda. Leiria

Spanish course

“Língua Espanhola”, 75H + 25H

March 2018 and July 2017 | Factor H - Leiria, and CEFOSAP - Pombal

Voice for teaching – workshop

“Voz para Docentes: Vocabulário”, 3H

July 2016 | ESAD.CR, Polytechnic Institute of Leiria

English Practice

“English Conversation Practice”, 8H

June 2016 | ESTG, Polytechnic Institute of Leiria

Language Skills

Portuguese

Native language

English

Written: Fluent

Spoken: Fluent

Spanish (Castilian)

Written: Intermediate

Spoken: Intermediate

French

Written: Poor

Spoken: Poor

Events Organization and Volunteering

Organizing Committee at CNME2020

October 7-9, 2020

12.º Congresso Nacional de Mecânica Experimental, Leiria (Portugal)

Organizing Committee at ProDPM'19 Conference

October 2-4, 2019

International Conference on Progress in Digital and Physical Manufacturing, Leiria (Portugal)

Student Volunteer at Eurographics 2019 Conference

May 6-10, 2019

40th Annual Conference of the European Association for Computer Graphics, Genoa (Italy)

Volunteer in Museum

August 2017 – at present

Museu Monográfico de Conimbriga-Museu Nacional

Associativity

Founding partner and Secretary of the General Assembly Board

August 2009 – at present

Of the futsal team União Desportiva de Santiago da Guarda

Graphic Design and Social Communication

2005 – at present

In several associations such as ACRPS Lagoa Parada, in União Desportiva de Santiago da Guarda, and in Associação “Os Moscardos”

Other associativity contributions:

2012 – 2017 | Monthly collaboration in a local newspaper

2008 – 2018 | Event planner and organizer

2005 – at present | Folk Music Dancer

Research and Events

First Author Research

11. *“Mobile AR: User Evaluation in a Cultural Heritage Context”*,
Journal article: *Applied Sciences* [accepted for publication]

10. *“Understandings of the advantages of Augmented Reality in Patients with Autism”*, Journal article: *Computer Methods in Biomechanics and Biomedical Engineering: Imaging & Visualization* [accepted for publication]

9. *“SensiMAR – Designing a Multisensory AR System”*,
Conference article: ICGI'2019) [pending publication]



Awarded as best communication of young researcher

8. *“Using Augmented Reality in Patients with Autism: A Systematic Review”*,
Conference article: VipIMAGE 2019

7. *“Applying UTAUT Model for an Acceptance Study Alluding the Use of Augmented Reality in Archaeological Sites”*, Conference article: VISIGRAPP, 2019

6. *"The Scope of Multisensory Experiences in Cultural Heritage Sites"*,
Conference article: ICGI, 2018

5. *"DinofelisAR: Users' Perspective about a Mobile AR application in Cultural Heritage"*, Conference article: VRTCH, 2018

4. *"Mobile AR Performance Issues in a Cultural Heritage Environment"*,
Journal article: *IJCIIG*, 2018

3. *"Mobile Augmented Reality in Cultural Heritage Context: Current Technologies"*, Conference article: *EPCGI*, 2017

2. *"DinofelisAR Demo: Augmented Reality Based on Natural Features"*,
Conference article: *CISTI*, 2017

1. *"Realidade Aumentada Móvel num Contexto de Herança Cultural"*.
Book: *Novas Edições Acadêmicas*, 2017. ISBN: 9783330204454

Co-author Research

7. Venâncio et al., *"Guard@Lis: A new Augmented Reality Mobile Application for Birdwatching"*, Conference article: *CISTI*, 2019

6. Sulca et al., *"The Use of New Technologies for Mind Birdwatching"*,
Conference article: *ICAETT*, 2019

5. Venâncio et al., *"Guard@Lis: Birdwatching Augmented Reality Mobile Application"*, Conference abstract: *ICNBTH*, 2019

4. Venâncio et al., *"Aplicação de Realidade Aumentada destinada à Observação de Aves"*, Conference poster: *X Congresso de Ornitologia da SPEA*, 2019

3. Sousa et al., *"O Renascer (virtual) de Miróbriga"*, Conference poster: *ICGI*, 2018

2. Gonçalves et al., *"Technology as Means to Recreate Cultural Heritage: An Assessment of Some Current Portuguese Projects"*,
Journal article: *International Journal of Cultural Heritage*, 2018

1. Voinea, G. D. et al., *"Exploring Cultural Heritage Using Augmented Reality through Google's Project Tango and ARCore"*, Conference article: *VRTCH*, 2018

Latest Relevant Talks

Interview for an Immersive Learning Podcast

December 1, 2019 | An interview for *The Versatilist* Podcast by Patrick O'Shea. North Carolina, USA.

«Research in Virtual and Augmented Reality in CIIC»

March 26, 2019 | Presentation in HSR Hochschule für Technik Rapperswil University, Switzerland

«Augmented Reality applied to Construction Industry»

December 5, 2018 | Seminar for 3rd year students from BSc. in Civil Engineering. School of Technology and Management, Polytechnic of Leiria (Portugal).

«Computer Science and Communication Research Centre – Projects in VAR »

June 19, 2018 | Presentation in TeCIP Institute/Percro Lab, Sant'Anna School of Advanced Studies, Pisa (Italy).

«Realidade Aumentada para a Construção»

April 20, 2018 | Workshop "As TIC na Construção" in School of Technology and Management, Polytechnic of Leiria (Portugal).

«Augmented Reality applied to [whatever you want]»

April 4, 2018 | Seminar for 3rd year students from BSc. in Civil Engineering. School of Technology and Management, Polytechnic of Leiria (Portugal).

«Realidade Aumentada em Herança Cultural»

March 8, 2018 | Presentation for the XVI *Jornadas de Computação Gráfica e Multimédia*, Technology and Management School of the Viana do Castelo Polytechnic Institute, Viana do Castelo (Portugal).

«Reconstruindo Conimbriga»

July 5, 2017 | in Museu Monográfico de Conimbriga-Museu Nacional, Condeixa-a-Velha (Portugal).

«Metodologias para recriar (virtualmente) o nosso património cultural»

June 23, 2017 | in Miróbriga, Santiago do Cacém (Portugal).