

# Bruno De Araujo

Research Scientist • 3D User interfaces • Input techniques • Wearable sensing • AR/VR • Human AI interaction

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Innovative researcher and product developer with over 10 years of experience in 3D user interfaces, input technologies, and human-AI interaction. Expertise spans HCI, AI, computer vision, and wearable devices, with a proven track record leading R&D and product development at both startups and established consumer electronics companies. Passionate about transforming emerging technologies into intuitive, human-centered solutions that empower users and enhance everyday experiences.

## EDUCATION

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*Instituto Superior Técnico (IST) – Technical University of Lisbon, Portugal*

**PhD in Information Systems and Computer Engineering**

APRIL 2007 - JULY 2013

Direct Interactive 3D Modeling in a Semi-Immersive Environment

**Master in Information Systems and Computer Engineering**

SEPTEMBER 2003 - FEBRUARY 2008

Curvature Dependent Polygonization of Implicit Surfaces

**BSc in Information Systems and Computer Engineering**

SEPTEMBER 1997 - JULY 2003

## PROFESSIONAL EXPERIENCE

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**Meta, Toronto — Research Scientist & Manager**

APRIL 2022 - APRIL 2025

- Led and contributed to research on user input methods for AR/VR and smart glasses, exploring hand gestures, gaze tracking, and neural interfaces.
- Designed and executed user studies and data collection protocols to evaluate multimodal interaction techniques and conducted data analysis to derive actionable insights.
- Collaborated with product and engineering teams to integrate HCI research findings into product development, aligning design with user-centered research.
- Developed human-AI interaction frameworks leveraging large language models and computer vision to enhance AR/VR and smart glasses use cases.
- Built adaptive user interfaces for AR, MR, VR, and wearable systems, combining gaze and hand gestures with object recognition.
- Developed predictive models to optimize user interaction, adapting interfaces to user context and improving system performance.
- Surveyed and evaluated computer vision models for contextual AI applications, driving innovation in AR/VR and wearable tech.
- Presented research findings to stakeholders, influencing product strategy and engineering decisions with data-driven insights.
- Proposed and led research projects, defining initial plans, aligning with product needs, and mentoring interns to ensure successful project execution.
- Mentored new team members, fostering knowledge sharing and promoting team goals, while increasing the team's visibility within the research community.

**Tactual Labs, Toronto — VP Mixed Reality Director**

JANUARY 2015 - MARCH 2022

Started as GPU architect up to leading a team of 15 engineers and researchers on Multi-touch and wearable sensing R&D projects and contributed directly to 40 patents.

- Led end-to-end research and development of advanced sensing technologies, resulting in over 40 patents filed.

- Invented and prototyped novel sensor systems, with contributions spanning hardware and software integration.
- **Created and launched three sensing SDKs** with Android, Unity, C++/C# and Python integration for desktop, mobile and mixed reality platforms (VR/AR), enabling internal teams and external partners to build upon proprietary technologies.
- **Directed a multidisciplinary team of up to 15 engineers and researchers** (within a 25-person office), including software developers, electrical engineers, and applied researchers.
- **Mentored over seven interns and co-op students** through structured development programs (Waterloo Co-op and MScAC – University of Toronto).
- **Defined the strategic and technical roadmap** for the company's mixed reality division, aligning R&D goals with long-term business objectives.
- **Collaborated cross-functionally with C-suite leadership, finance, hardware labs, and external partners** to support product development and organizational alignment.
- **Managed team budgets and resource planning** to support scalable research and software development initiatives.
- **Led development of client-facing prototypes and demos; engaged directly with strategic partners and clients** (e.g., Samsung, LG, HTC, Meta, Intel, Google, Faurecia) to present technical roadmaps, deliverables, and product vision.
- **Represented the company at high-profile events** (CES, GDC, CHI, UIST, job fairs), showcasing innovations and expanding brand visibility.
- **Participated in investor presentations and fundraising efforts**, demonstrating the value and direction of the mixed reality research program.

#### **University of Toronto, DGP Labs — *Postdoctoral Research Fellow***

MARCH 2014 - JANUARY 2018

Conducted research on sketch based and multi-touch user interfaces and mentored PhD students.

#### **INRIA LILLE EUROPE, Mint, France — *Postdoctoral Research Fellow***

APRIL 2013 - FEBRUARY 2014

Conducted research on multimodal and gestural interfaces and co-advised students

#### **INESC-ID, VIMMI Group, Portugal — *Researcher***

APRIL 2013 - FEBRUARY 2014

Conducted research in multi-year European projects ([SmartSketches](#), [IMPROVE SATIN](#), [MAXIMUS](#)) and national projects on 3D modeling, sketch based interfaces and virtual reality design tools.

#### **INRIA LILLE & BORDEAUX, Mint Iparla, France — *Research Engineer***

JULY 2011 - DECEMBRE 2011

Conducted research in ANR Project [INSTINCT](#) (Supervisors: Martin Hachet & Géry Casiez) on 3D user interfaces.

#### **Technical University of Lisbon, CS Department — *Teaching Assistant***

OCTOBER 2001 - JULY 2008

3D Programming and Game Simulation (Spring 2008), Advanced Computer Graphics (2003-2007), Animation and 3D Visualization (2003-2007), Computer Graphics (2003-2005), 3D Modelling and Visualization (Fall 2003), User Centered Design (Fall 2003), Compilers (Fall 2001)

#### **E.S.G Direct Insurance, Portugal — *IT Manager & Software developer***

OCTOBER 2000 - DECEMBRE 2002

Manage Windows NT workstations and servers and develop Java Web management system for Santogal car loans

## **PUBLICATIONS**

### **Conference Articles**

**Sensing Hand Interactions with Everyday Objects by Profiling Wrist Topography**, Julius Rudolph, David Holman, **Bruno De Araujo**, Ricardo Jota, Daniel Wigdor and Valkyrie Savage, Proceedings of the ACM Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction, TEI '22, February 13–16, 2022, Daejeon, Republic of Korea. DOI: [10.1145/3490149.3501320](https://doi.org/10.1145/3490149.3501320)

**DataInk: Direct and Creative Data-Oriented Drawing**, Haijun Xia, Nathalie Riche Fanny Chevalier, **Bruno De Araujo**, and Daniel Wigdor, Proceedings of the ACM annual conference on Human Factors in Computing Systems. CHI. 2018. ACM, New York, NY. **Honorable Mention Paper**, DOI: [10.1145/3173574.3173797](https://doi.org/10.1145/3173574.3173797)

**Collection Objects: Enabling Fluid Formation and Manipulation of Aggregate Selections**, Haijun Xia, **Bruno Araujo**, and Daniel Wigdor, Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17). ACM, New York, NY, USA, 5592-5604. 2017. **Honorable Mention Paper**, DOI: [10.1145/3025453.3025554](https://doi.org/10.1145/3025453.3025554)

**GhostID: Enabling Non-Persistent User Differentiation in Frequency-Division Capacitive Multi-Touch Sensors**, Sidharth Sahdev, Clifton Forlines, Ricardo Jota, **Bruno De Araujo**, Braon Moseley, Jonathan Deber, Steven Sanders, Darren Leigh, and Daniel Wigdor, Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17). ACM, New York, NY, USA, 15-27. 2017. DOI: [10.1145/3025453.3025719](https://doi.org/10.1145/3025453.3025719)

**Next-Point Prediction Metrics for Perceived Spatial Errors**, Mathieu Nancel, Daniel Vogel, **Bruno De Araujo**, Ricardo Jota, and Géry Casiez, Proceedings of the 29th Annual Symposium on User Interface Software and Technology (UIST '16). ACM, New York, NY, USA, 271-285. 2016. DOI: [10.1145/2984511.2984590](https://doi.org/10.1145/2984511.2984590)

**Multi-Device Storyboards for Cinematic Narratives in VR**, Rorik Henrikson, **Bruno Araujo**, Fanny Chevalier, Karan Singh, and Ravin Balakrishnan, Proceedings of the 29th Annual Symposium on User Interface Software and Technology (UIST '16). ACM, New York, NY, USA, 787-796. 2016. DOI: [10.1145/2984511.2984539](https://doi.org/10.1145/2984511.2984539)

**Storeoboard: Sketching Stereoscopic Storyboards**, Rorik Henrikson, **Bruno De Araujo**, Fanny Chevalier, Karan Singh, and Ravin Balakrishnan, Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI '16). ACM, New York, NY, USA, 4587-4598. 2016. DOI: [10.1145/2858036.2858079](https://doi.org/10.1145/2858036.2858079)

**Hammer Time!: A Low-Cost, High Precision, High Accuracy Tool to Measure the Latency of Touchscreen Devices**, Jonathan Deber, **Bruno Araujo**, Ricardo Jota, Clifton Forlines, Darren Leigh, Steven Sanders, and Daniel Wigdor, Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI '16). ACM, New York, NY, USA, 2857-2868. 2016. DOI: [10.1145/2858036.2858394](https://doi.org/10.1145/2858036.2858394)

**Object-Oriented Drawing**, Haijun Xia, **Bruno Araujo**, Tovi Grossman, and Daniel Wigdor, Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI '16). ACM, New York, NY, USA, 4610-4621. 2016. **Best Paper**, DOI: [10.1145/2858036.2858075](https://doi.org/10.1145/2858036.2858075)

**Snake Charmer: Physically Enabling Virtual Objects**, **Bruno Araujo**, Ricardo Jota, Varun Perumal, Jia Xian Yao, Karan Singh, and Daniel Wigdor, Proceedings of the TEI '16: Tenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '16). ACM, New York, NY, USA, 218-226. 2016. DOI: [10.1145/2839462.2839484](https://doi.org/10.1145/2839462.2839484)

**Interaction events in contactless gestural systems: from motion to interaction**, Nicolas Bremard, Laurent Grisoni, and **Bruno De Araujo**, Proceedings of the 2014 International Workshop on Movement and Computing (MOCO '14). ACM, New York, NY, USA, Pages 166 , 4 pages. 2014. DOI: [10.1145/2617995.2618027](https://doi.org/10.1145/2617995.2618027)

**Interactive Tabletops for Architectural Visualization: Combining Stereoscopy and Touch Interfaces for Cultural Heritage**, Figueiredo, B., Castro e Costa, E., **Araújo, B.**, Fonseca, F., Mendes, D., Jorge, J., & Duarte, J. P., Proceedings of the 32nd eCAADe Conference. Northumbria University, Newcastle, United Kingdom. 2014.

**Exploring tablet surrounding interaction spaces for medical imaging**, Hanaë Rateau, Laurent Grisoni, and **Bruno Araujo**, Proceedings of the 2nd ACM symposium on Spatial user interaction (SUI '14). ACM, New York, NY, USA, 150-150. 2014. DOI: [10.1145/2659766.2661215](https://doi.org/10.1145/2659766.2661215)

**Mimetic Interaction Spaces: Controlling Distant Displays in Pervasive Environments**, Hanaë Rateau, **Bruno De Araujo** and Laurent Grisoni, Proceedings of the 19th ACM International Conference on Intelligent User Interfaces, IUI '14, ACM, New York, USA, Feb 2014. DOI: [10.1145/2557500.2557545](https://doi.org/10.1145/2557500.2557545)

**3D mid-air manipulation techniques above stereoscopic**, Fernando Fonseca, Daniel Mendes, **Bruno Araujo**, Alfredo Ferreira and Joaquim Jorge, In ACM ITS Workshop on Interactive Surfaces for Interaction with Stereoscopic 3D (ISIS3D), Saint Andrews, Scotland, Oct, 2013

**Designing a Mobile Collaborative System for Navigating and Reviewing Oil Industry CAD Models**, Hildegardo Noronha, Pedro Campos, Joaquim Jorge, **Bruno de Araujo**, Luciano Soares, Alberto Raposo, Nordic Conference on Human-Computer Interaction (NordiCHI 2012), Copenhagen, Denmark, pp. 189-198. October 14-17, 2012

**Combining Virtual Environments and Direct Manipulation for Architectural Modeling**, **Araujo, B.**; Jorge, J.; Duarte, J., Digital Physicality - Proceedings of the 30th eCAADe Conference - Volume 2 / ISBN 978-9-4912070-3-7, pp. 419-428 , Prague, Czech Republic, 12-14 September, 2012. **Ivan Petrovic Award for Best Presentation by a Young Researcher**.

**Modeling On and Above a Stereoscopic Multitouch Display**, **De Araujo B.**, Casiez G., Jorge J. and Hachet M., In ACM CHI Workshop on The 3rd Dimension of CHI (3DCHI): Touching and Designing 3D User Interfaces, Austin, United States, May, 2012.

**Mockup Builder: Direct 3D Modeling On and Above the Surface in a Continuous Interaction Space**, **De Araujo B.**, Casiez G. and Jorge J., In Proceedings of Graphics Interface (GI'2012), Toronto, Ontario, Canada, May 28 - May 30, 2012.

**Combining bimanual manipulation and pen-based input for 3D modelling**, Pedro Lopes, Daniel Mendes, **Bruno Araújo** and Joaquim Jorge, SBIM '11 Proceedings of the Eighth Eurographics Symposium on Sketch-Based Interfaces and Modeling, Vancouver, Canada, 05/08/2011

**An Efficient Collision Detection Algorithm for Point Cloud Models**, Mauro Figueiredo, João Fradinho Oliveira, **Bruno De Araújo** e João António Madeiras Pereira, GraphiCon International Conference on Computer Graphics & Vision, Russia, 20/09/2010

**Style Nodes for Hierarchical Tree-Based Implicit Surface Modelling**, *Pauline Jepp, Bruno Rodrigues De Araujo, Joaquim Jorge, Brian Wyvill, Mario Costa Sousa*, 5th Intl Symposium on Computational Aesthetics in Graphics, Visualization and Imaging (CAE '09), 05/2009

**Extensible Middleware Framework for Multimodal Interfaces in Distributed Environments**, *Vitor Fernandes, Tiago Guerreiro, Bruno Araújo, Joaquim Jorge, João Pereira*, ACM ICMI2007 - International Conference on Multimodal Interfaces 2007. Nagoya, Japan, November 2007

**IMPROVE: Collaborative Design Review in Mobile Mixed Reality**, *P. Santos, A. Stork, T. Gierlinger, A. Pagani, B. Araujo, R. Jota, L. Bruno, J. Jorge, J. Pereira, M. Witzel, G. Conti, R. DeAmicis, I. Barandarian, C. Paloc, O. Machui, G. Bodammer, J. Jiménez, D. McIntyre*, HCII 2007 - 12th International Conference on Human-Computer Interaction, Pequim, China, 07/2007

**IMPROVE: Designing Effective Interaction for Virtual and Mixed Reality Environments**, *Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Bruno Araujo, Ricardo Jota, Luis Bruno, Joaquim Jorge, João Madeiras Pereira, Martin Witzel, Giuseppe Conti, Raffaele DeAmicis, Inigo Barandarian, Celine Paloc, Maylu Hafner, Don McIntyre*, HCII 2007 - 12th International Conference on Human-Computer Interaction, Pequim, China, 07/2007

**Automatic Color Calibration for Commodity Multi-projection Display Walls**, *Luciano P Soares, Ricardo Jota, Joaquim Jorge, Bruno Araújo*, X Symposium on Virtual and Augmented Reality – SVR 2007, Petrópolis, RJ, Brasil, 06/2007

**Collaborative Visualization of Sensor Data Through a Subscription based Architecture**, *M. Witzel, M. Andreolli, G. Conti, R. De Amicis, B. De Araújo, R. Jota e J. Jorge*, Eurographics Italian Chapter annual event, 02/2007

**IMPROVE: An innovative application for collaborative mobile mixed reality design review**, *André Stork, Pedro Santos, Thomas Gierlinger, Alain Pagani, Céline Paloc, Inigo Barandarian, Giuseppe Conti, Raffaele de Amicis, Martin Witzel, Oliver Machui, Jose M. Jiménez, Bruno Araújo, Joaquim Jorge, Georg Bodammer*, Virtual Concept 2006, Playa Del Carmen, México, 11/2006

**Emf: Extensible Middleware Framework**, *Tiago Guerreiro, Vitor Fernandes, Bruno Araújo, Joaquim Jorge, João Pereira*, Proceedings of HCII 2007 - 12th International Conference on Human-Computer Interaction

**A Calligraphic interface for interactive free-form modeling with large datasets**, *Bruno Araujo e Joaquim Jorge*, Proceedings of the XVIII Brazilian Symposium on Computer Graphics and Image Processing (SIBGRAPI 2005), Natal, Brazil, Oct 2005

**Curvature Dependent Polygonization of Implicit Surfaces**, *Bruno Araujo e Joaquim Jorge*, Proceedings of the XVII Brazilian Symposium on Computer Graphics and Image Processing (SIBGRAPI 2004/SIACG 2004), Curitiba, Brazil, Oct 2004

**MIKE: a Multimodal Cinematographic Editor for Virtual Worlds**, *Bruno Araujo e Joaquim Jorge*, DSV-IS 2003, Jun. 2003, Springer Verlag 2003

## Journal Publications

**A Survey on Implicit Surface Polygonization**, *B. R. de Araújo, Daniel S. Lopes, Pauline Jepp, Joaquim A. Jorge, and Brian Wyvill*, *ACM Computing Surveys*. 47, 4, Article 60 (May 2015), 39 pages, 2015. DOI=[10.1145/2732197](https://doi.org/10.1145/2732197)

**Mockup Builder: 3D Modeling On and Above the Surface**, *De Araujo B., Casiez G., Jorge J. and Hachet M.*, *International Journal of Systems & Applications in Computers & Graphics (C&G)*, Elsevier B.V., Volume 37, Issue 3, May 2013, p. 165-178, 2013

**3D modelling of laser scanned and photogrammetric data for digital documentation: the Mosteiro da Batalha case study**, *Oliveira A., Oliveira J. F., Pereira J. M., De Araujo B. and Boavida J.* *Journal of Real-Time Image Processing*, ISSN: 1861-8200, Springer. Special Issue on Improving Display and Rendering Technology for Virtual Environments, p. 1-16, 03/2012

**IMMIVIEW: A multi-user solution for design review in real-time**, *Ricardo Jota, Bruno Araújo, Luís Bruno, Joaquim Jorge, João Pereira*, *Journal of Real-Time Image Processing*, ISSN: 1861-8200, Springer. Special Issue on Improving Display and Rendering Technology for Virtual Environments, 10/2009

**An Haptic based Immersive Environment for Shape Analysis and Modeling**, *Bruno Rodrigues de Araújo, Tiago Guerreiro, Manuel J. Fonseca, João Madeiras Pereira, Joaquim Jorge, Monica Bordegoni, Francesco Ferrise, Mario Covarrubias, Michele Antolini*, *Journal of Real-Time Image Processing*, ISSN: 1861-8200, Springer. Special Issue on Improving Display and Rendering Technology for Virtual Environments, 10/2009

**IMPROVE: An innovative application for collaborative mobile mixed reality design review**, *Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Céline Paloc, Inigo Barandarian, Giuseppe Conti, Raffaele de Amicis, Martin Witzel, Oliver Machui, José M. Jiménez, Bruno Araujo, Joaquim Jorge e Georg Bodammer*, *International Journal on Interactive Design and Manufacturing*, Springer Paris, ISSN 1955-2513 (Print) 1955-2505 (Online), DOI 10.1007/s12008-007-0010-8, 05/2007

**Adaptive Polygonization of Implicit Surfaces**, *Bruno Araujo and Joaquim Jorge*, "State of the Art in Computer Graphics in Ibero-American Countries", *International Journal of Systems & Applications in Computers & Graphics (C&G)*, Elsevier B.V., vol. 29, n° 5, 2005

**BlobMaker: Free-Form Modelling with Variational Implicit Surfaces**, *Bruno Araujo and Joaquim Jorge*, *Revista VIRTUAL (ISSN: 0873-1837)- Special edition "Advances in Computer Graphics in Portugal"*, Adérito Marcos and Miguel Salles Dias (eds.), 2004

## PATENTS



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WEARABLE MULTIMODAL-SENSING DEVICE, [US 20200367820](#) - Issued Nov 26, 2020

MATRIX SENSORS FOR USE WITH A CONTROLLER, [US 20190227624](#) · Issued Jul 25, 2019

MATRIX SENSOR WITH RECEIVE ISOLATION, [US 20190227625](#) · Issued Jul 25, 2019, [US 20190227665](#) · Issued Jan 18, 2019

SYSTEM AND METHODS FOR INFUSION RANGE SENSOR, [US 20190155373](#) · Issued May 23, 2019

SIX DEGREES OF FREEDOM TRACKING OF OBJECTS USING SENSORS, [US 20180364814](#) · Issued Jun 12, 2018

HAND SENSING CONTROLLER, [US 20190339810](#) · Issued Nov 7, 2019, [US D860202](#) · Issued Sep 17, 2019, [US 10353515](#) · Issued Jul 16, 2019, [US 20180267667](#) · Issued Sep 20, 2018

TOUCH SENSITIVE KEYBOARD, [US 20180004305](#) · Issued Jan 4, 2018, [US 20180004304](#) · Issued Jan 4, 2018

SENSING CONTROLLER, [US 20180267653](#) · Issued Sep 20, 2018

FLEXIBLE DEFORMATION SENSOR, [US 20180306568](#) · Issued Oct 25, 2018

APPARATUS AND METHOD FOR SENSING DEFORMATION, [US 20180267599](#) · Issued Sep 20, 2018

TOOL TO MEASURE THE LATENCY OF TOUCHSCREEN DEVICES, [US 10216602](#) · Issued Feb 26, 2019, [US 20170132105](#) · Issued May 11, 2017

MULTITOUCH FRAME MATCHING WITH DISTANCE FIELDS, [US 20170024051](#) · Issued Jan 26, 2017

DECIMATION SUPPLEMENTATION STRATEGIES FOR INPUT EVENT PROCESSING, [US 20190220139](#) · Issued Jul 18, 2019, [US 10241612](#) · Issued Mar 26, 2019, [US 20170235410](#) · Issued Aug 17, 2017

AREA FILTERING FOR LOW-LATENCY AND HIGH-LATENCY INPUT EVENT PATHS FROM A SINGLE TOUCH SENSOR, [US 20190220145](#) · Issued Jul 18, 2019, [US 10241620](#) · Issued Mar 26, 2019, [US 20170235424](#) · Issued Aug 17, 2017

SYSTEM AND METHOD FOR TIMING INPUT SENSING, RENDERING, AND DISPLAY TO MINIMIZE LATENCY, [US 20190384448](#) · Issued Dec 19, 2019, [US 10402009](#) · Issued Sep 3, 2019, [US 20180260074](#) · Issued Sep 13, 2018, [US 9971443](#) · Issued May 5, 2018, [US 9946398](#) · Issued Apr 17, 2018, [US 20170235411](#) · Issued Aug 17, 2017, [US 20160188088](#) · Issued Jun 30, 2016

SYSTEM AND METHOD FOR PERFORMING HIT TESTING IN A GRAPHICAL USER INTERFACE, [US 20190220256](#) · Issued Jul 18, 2019, [US 10241760](#) · Issued Mar 26, 2019, [US 20160188303](#) · Issued Jun 30, 2016

SYSTEM AND METHOD FOR INTER-MODULE COMMUNICATION, [US 20160189331](#) · Issued Jun 30, 2016

## TUTORIALS AND COURSES

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**Designing immersive VR systems: From bits to bolts**, Luciano P. Soares, Joaquim A. Jorge, Luciano P. Soares, Joaquim A. Jorge, José Miguel Salles Dias, Alberto Raposo, **Bruno Rodrigues de Araújo**, Leonel Valbom, Filipe Gaspar, Tutorial presenter at the IEEE Virtual Reality, VR 2012, Costa Mesa, CA, USA, March 4-8, 2012.

**Designing multi-Projector VR systems: from bits to bolts**, Luciano P. Soares, Miguel S. Dias, Joaquim A. Jorge, Alberto B. Raposo, **Bruno R. de Araújo**, Tutorial presenter at the 31<sup>th</sup> annual Conference of the European Association for Computer Graphics (EUROGRAPHICS '10), Norsköpping, Sweden, May 2010

**Designing multi-Projector VR systems: from bits to bolts**, Luciano P. Soares, Miguel S. Dias, Joaquim A. Jorge, Alberto B. Raposo, **Bruno R. de Araújo**, Tutorial presenter at the IEEE Conference on Virtual Reality (VR2010), Boston, U.S.A., April 2010

**Tutorial 1: Designing multi-Projector VR systems: from bits to bolts**, Luciano P. Soares, Miguel S. Dias, Joaquim A. Jorge, Alberto B. Raposo, **Bruno R. de Araújo**, Tutorial presenter at the 29<sup>th</sup> annual Conference of the European Association for Computer Graphics (EUROGRAPHICS '08), Crete, Greece, April 2008

**Tutorial 3: Designing multi-Projector VR systems: from bits to bolts**, Luciano P. Soares, Miguel S. Dias, Joaquim A. Jorge, Alberto B. Raposo, **Bruno R. de Araújo**, Tutorial presenter at the IEEE Conference on Virtual Reality (VR2008), Reno NV, U.S.A., March 2008

## HONORS & AWARDS

2017	Honorable Mention Paper, CHI '17
2016	Best Paper, CHI '16
2012	Ivan Petrovic Award for Best Presentation by a Young Researcher, eCAADe Conference

## TECHNICAL SKILLS

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Programming	C/C++ , C#, Python, Java
Dev Tools	Unity, Android, OpenCV, OpenGL
Language	English, French, Portuguese

## ACADEMIC SERVICE

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### Program Committee

ACM ITS Workshop on Collaborative Interactive Surfaces (CIS) 2013

ACM ITS Workshop on Interactive Surfaces for Interaction with Stereoscopic 3D (ISIS3D) 2013

IEEE Symposium on 3D User Interfaces (3DUI) 2013

### Conference Reviewer

ACM Conference on Human Factors in Computing Systems CHI '13, '14, '15, '16, '17, '18, '19, '21

IEEE Virtual Reality Conference VR '10, '11, '15, '17, '18

ACM Symposium on User Interface Software and Technology UIST '12, '15, '16, '17, '18, '19, '22

ACM Symposium on Virtual Reality Software and Technology VRST '16, '20

ACM International Conference on Intelligent User Interfaces IUI 2015

ACM Special Interest Group on GRAPHics and Interactive Techniques SIGGRAPH '06, '10, '15

ACM Symposium on Spatial User Interaction SUI '13, '14

Computer Graphics International Conference CGI 2013

IEEE Symposium on 3D User Interfaces 3DUI 2013

International Conference on Computer-Aided Design and Computer Graphics CAD/Graphics 2013

ACM Interactive Tabletops and Surfaces 2013 Conference ITS 2012

EG/ACM Symposium on Sketch-Based Interfaces and Modeling SBIM '04, '05, '06

Annual Conference of the European Association for Computer Graphics EG '05, '06

International Conference on Human-Computer Interaction HCII 2005

### Journal Reviewer

Frontiers in Robotics and AI, section Virtual Environments 2019

ACM Journal on Computing and Cultural Heritage (JOCCH) 2013

Elsevier Computer-Aided Design 2012

Elsevier Computer & Graphics 2008, 2009, 2010, 2013, 2018

Springer Journal of Real-Time Image Processing (JRTIP) 2010

## STUDENT ADVISING

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Internships	Johann Wentzel (Meta   PhD U. of Waterloo - 2022), Jianda Chen (Tactual Labs   MScAC U. of Toronto - 2020), Shihang Zhu (Tactual Labs   MScAC U. of Toronto - 2019), Yanjun Jiang (Tactual Labs   MScAC U. of Toronto - 2018), Daniel Lopes (INRIA, 2013), Mathias De Bie (INRIA, 2013), Pierre-Jean Petitprez (INRIA, 2013)
MSc	Luis Lopes (Technical U. of Lisbon, 2009), Ricardo Jose Cadete (Technical University of Lisbon, 2008),

## AFFILIATIONS

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ACM Professional Member