

# BRUNO SANTOS

PORTFOLIO

2018

This collection of projects depicts my great interest in creating user experiences by merging new technologies and design.

COMMUNICATION DESIGN

INTERACTION DESIGN

# INDEX

[mint](#)

[onfailure](#)

[Manifesto for a Critical Progressivism](#)

[The Old Man and the Sea Reedition](#)

[Unidentified Publication](#)

[On The Role Magazine](#)

[Music Visualizations](#)

EXPERIMENTATIONS AND ONGOING PROJECTS

# mint

mint

Collaborator on the creative process and operating system UX/UI creation.

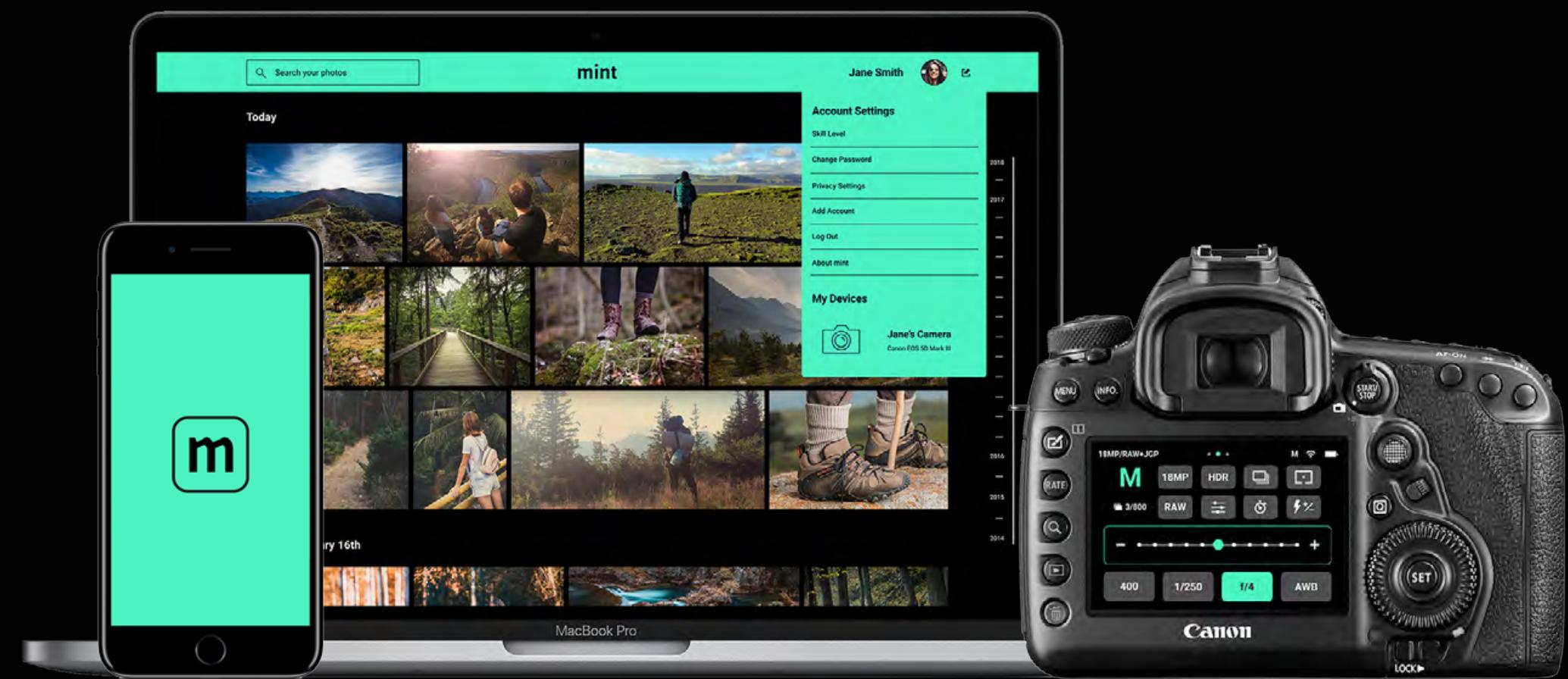
Responsible for the mobile and web apps.

with Nicole Henriques

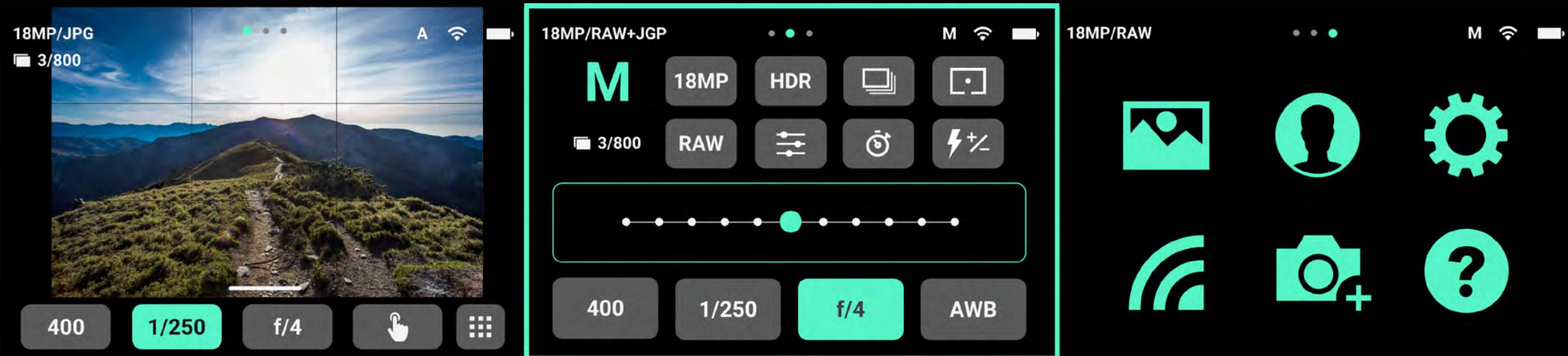
2018

mint is a UX/UI concept project that reinvents the traditionally confusing interface of photo cameras and gives it a modern feel with intuitive smartphone-like features such as a cleaner look, an easier learning curve while still offering all the pro functionalities.

mint is also a cloud based ecosystem that focuses on easier sharing options like multi device synchronization and a simpler photo management on the go.



mint



Main screens of the operating system.

The complete project can be accessed at [www.goo.gl/Kqxbau](http://www.goo.gl/Kqxbau)

## Manifesto for a Critical Progressivism

Booklet + Interactive Installation

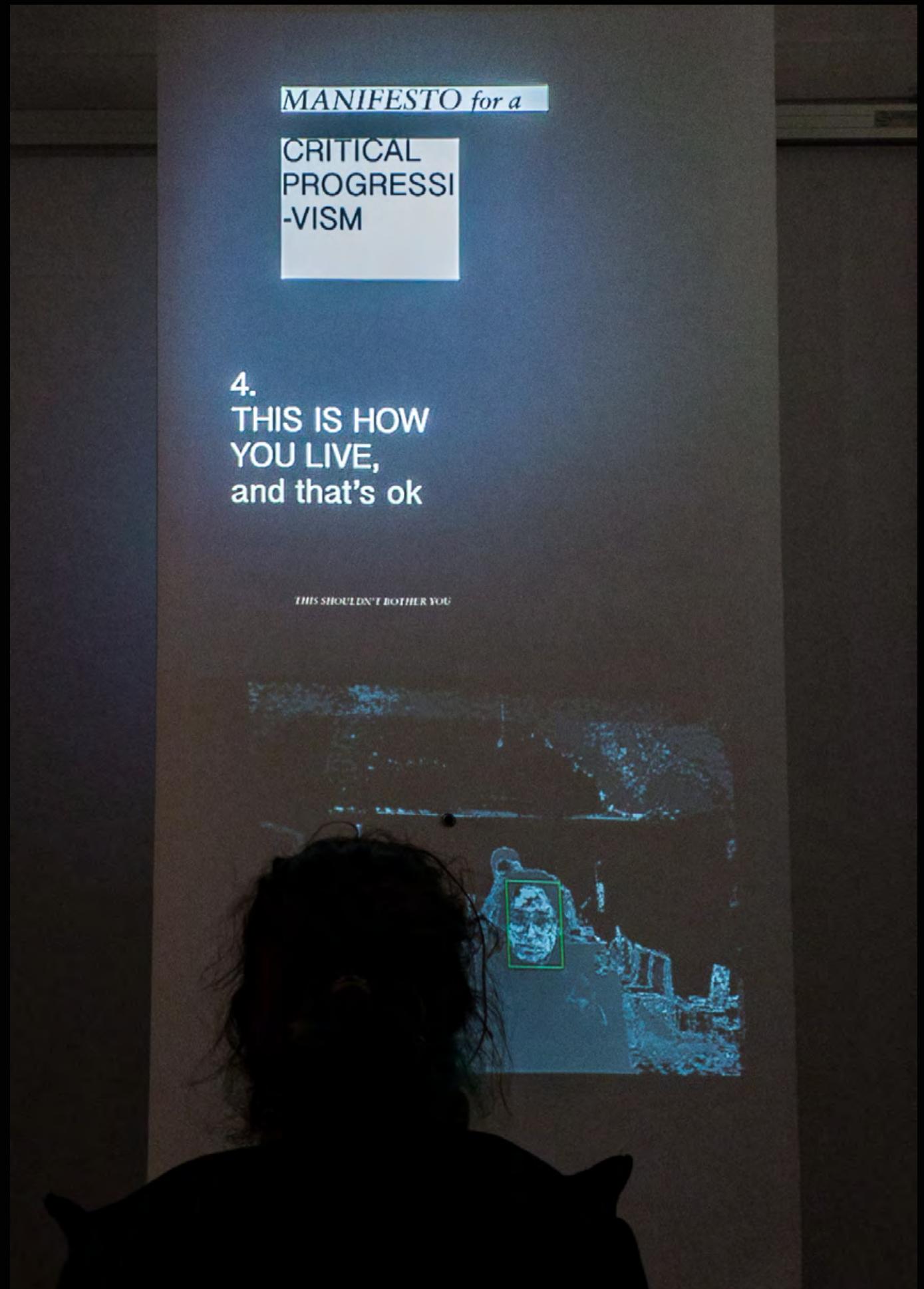
2018

This is a manifesto created in an academic context that aims to reshape the ideas around technology in the *Millennial* generation.

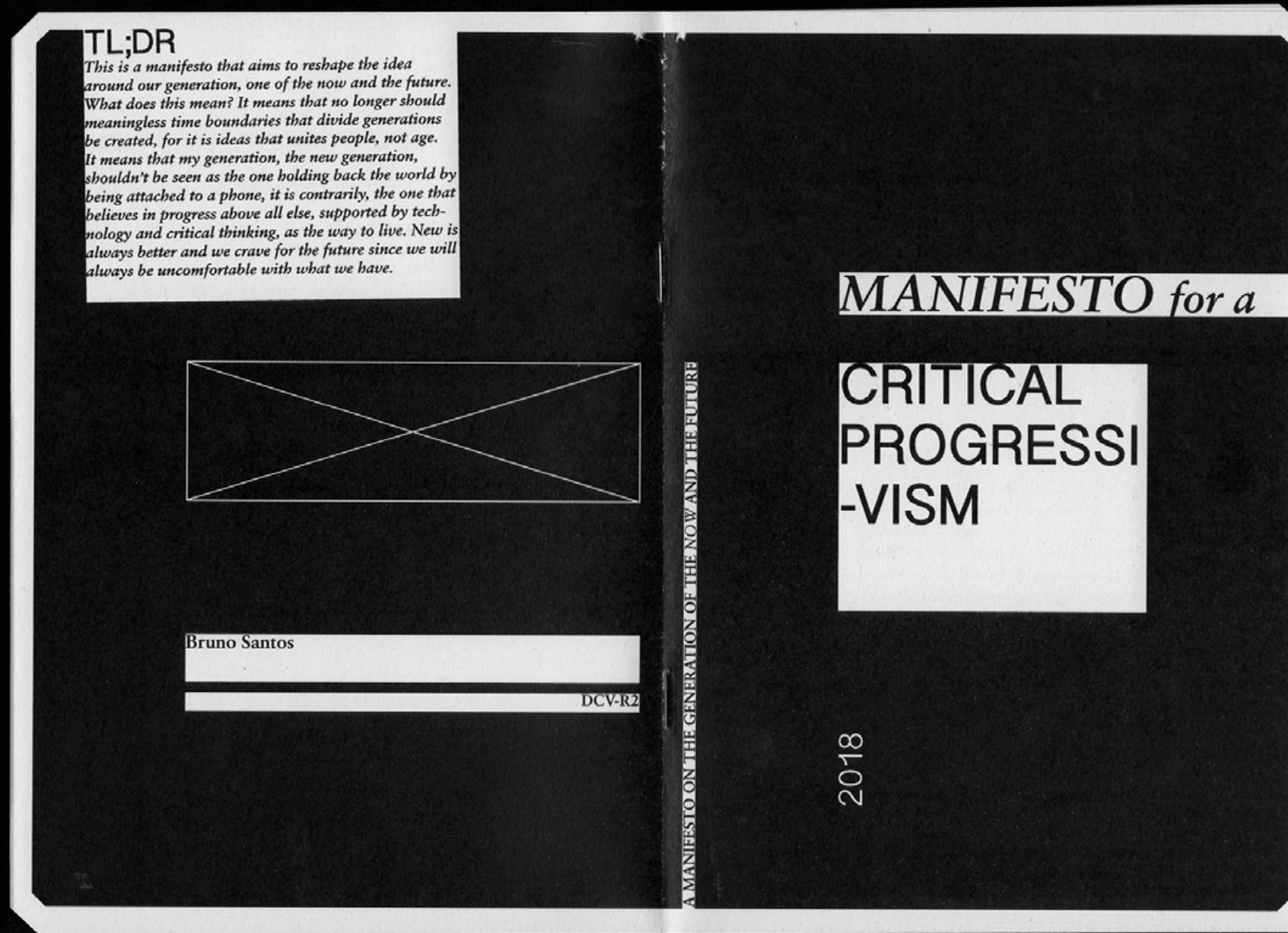
Booklet accompanied by an interactive installation that advocates the controversial presence of camera technology in our lives as natural and beneficial for progress.

The installation consists of a video feed that attempts to remove any of the user's discomforts while tracking and marking his face in real time as he walks into the scene.

Created in a Javascript environment.



# Manifesto for a Critical Progressivism



Millenials are, therefore, the antifragile part of society, moving towards an ever-growing future where failure in innovation is not feared by the pessimist, but embraced by the critical. Although it might seem nonsensical, utopian and somewhat arrogant of our part, we do not accept, nor conform to real failure in our lives. Instead, we embrace it purely for the benefits that come with it, the experimental and the random that lead to success and therefore to progress.

## **onfailure**

Collaborator on the creative process,  
creator of the Javascript application.

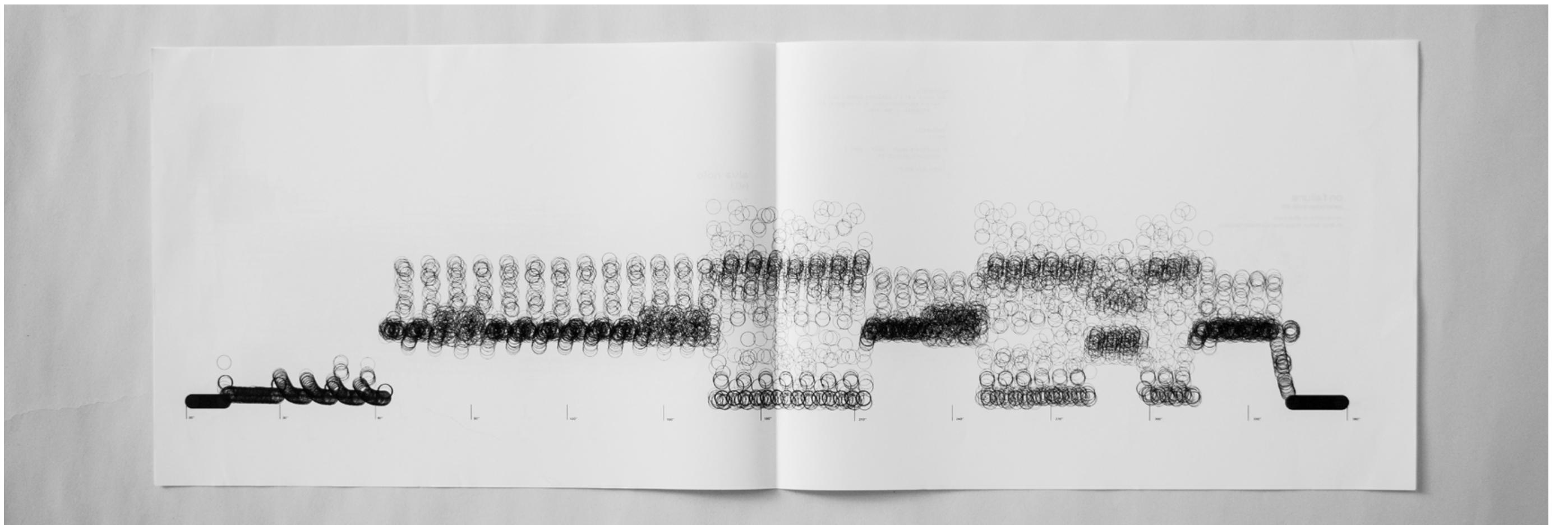
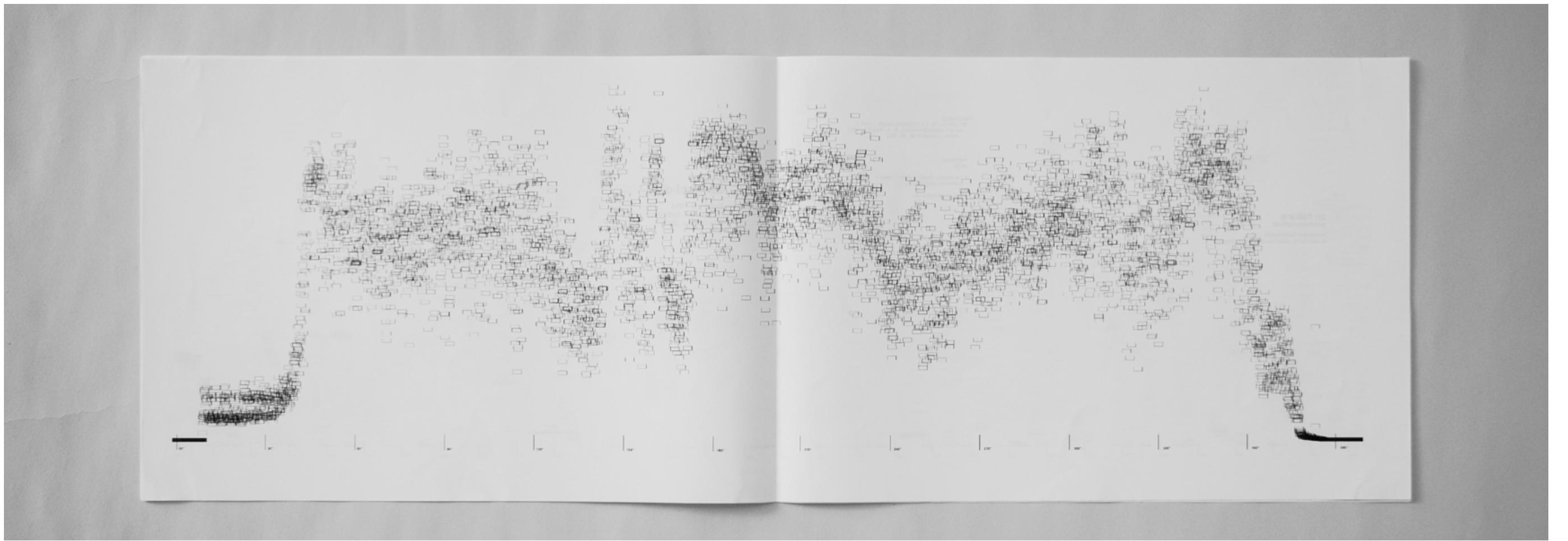
with Ricardo Gonçalves

2017

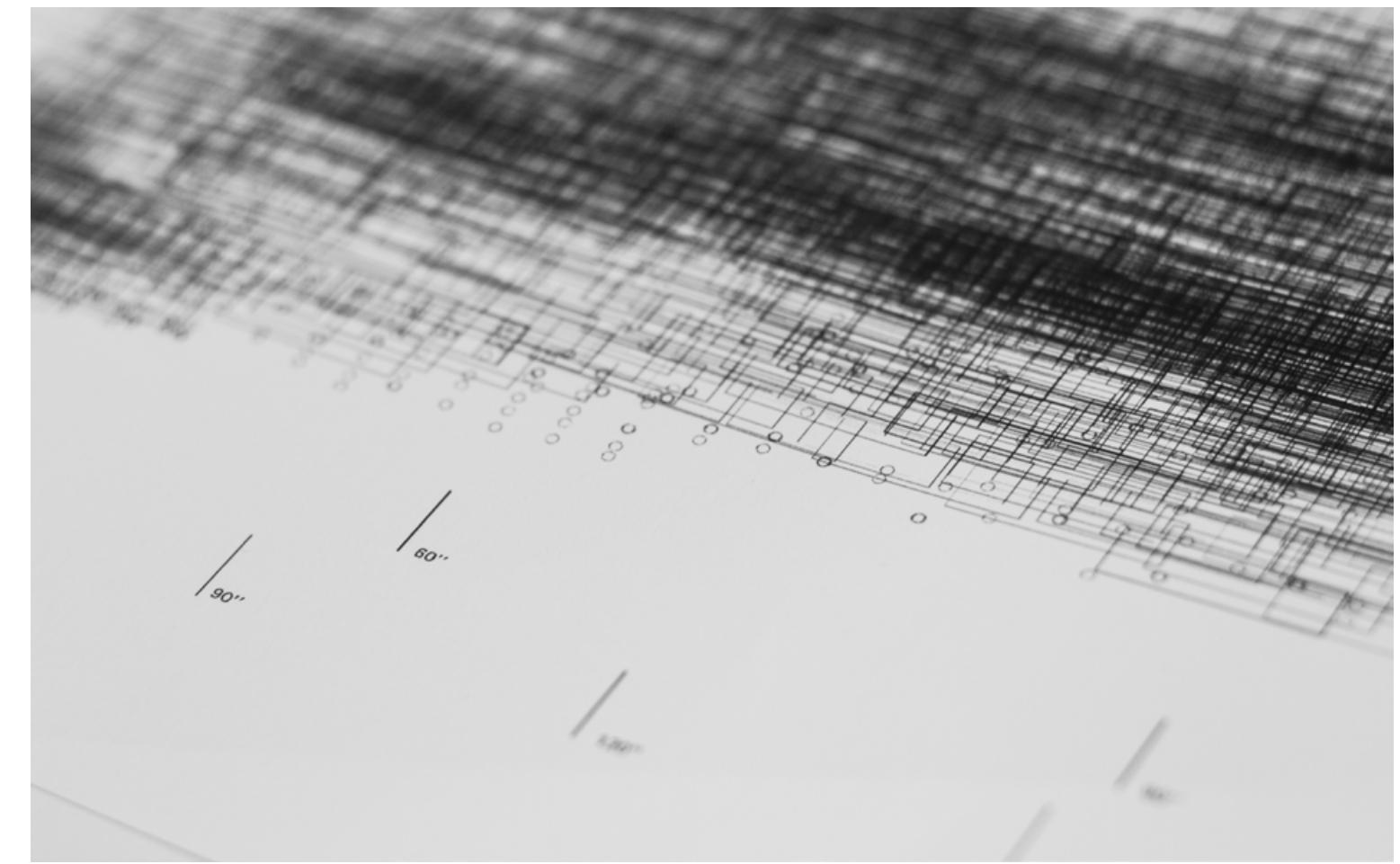
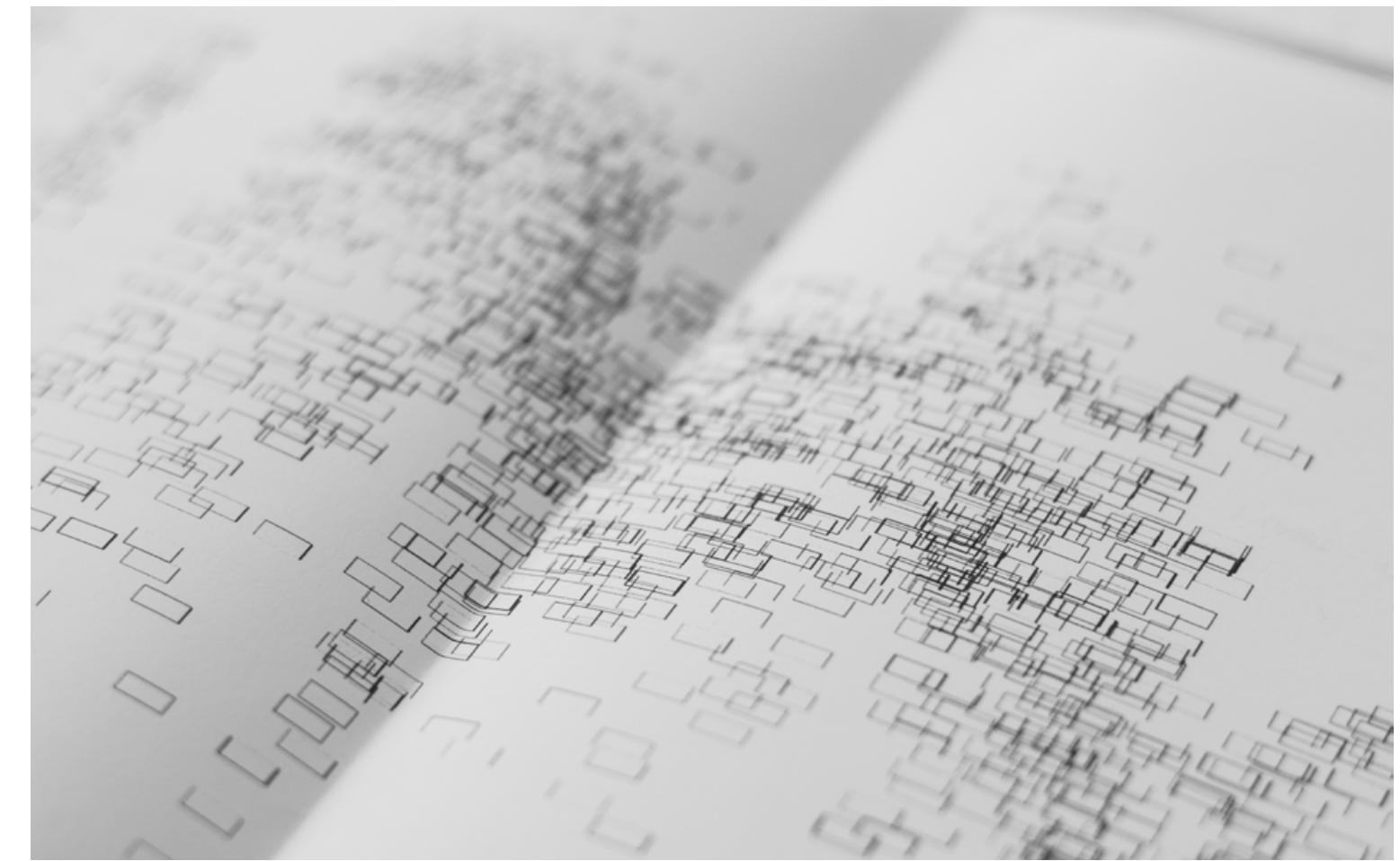
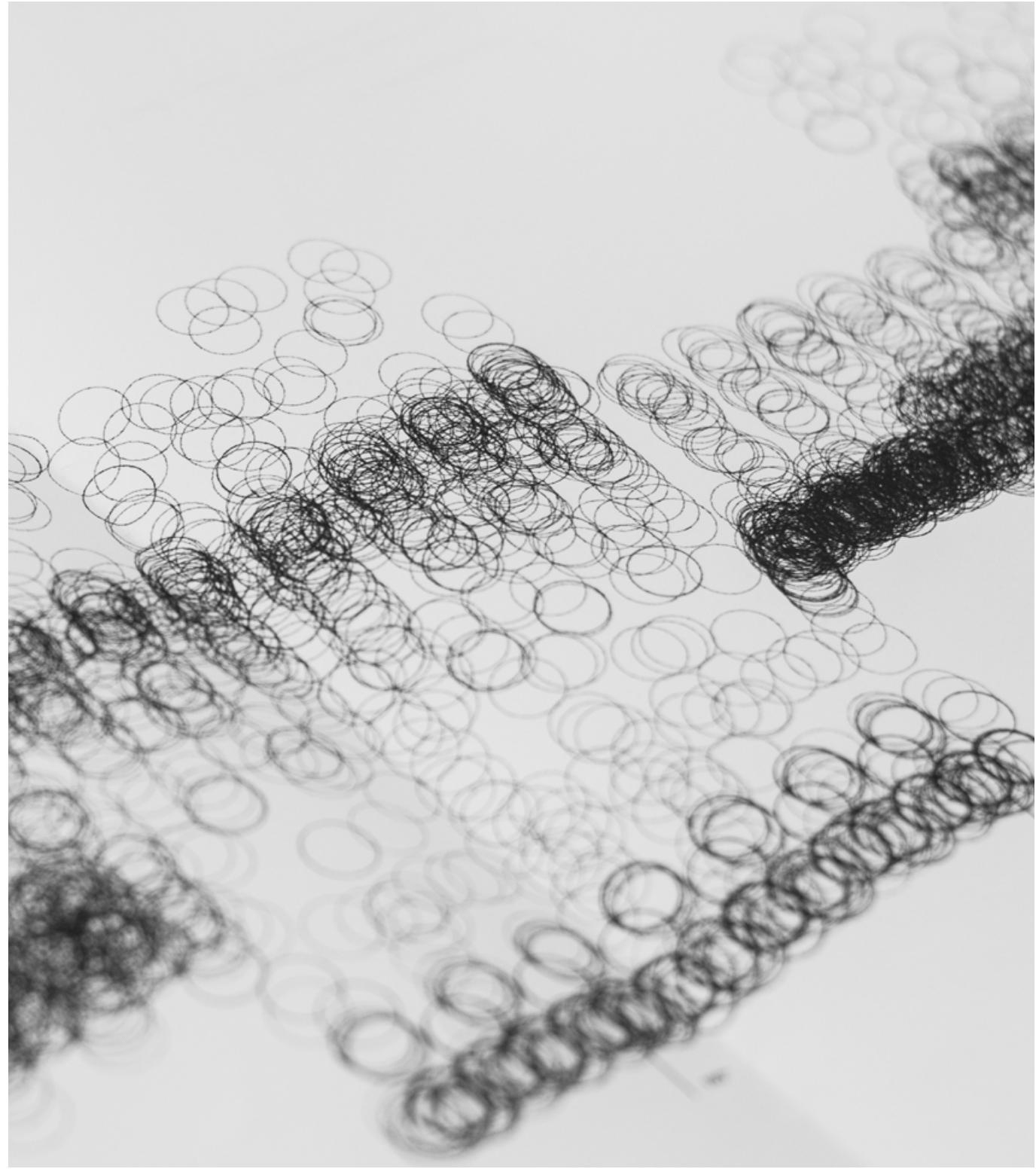
**onfailure** compiles various artists of the experimental electronic music genre into a special edition issue. Contains a CD, a descriptive booklet and a series of 12 computer generated music visualizations. Each of them is created by a Javascript application that processes the CD's songs and produces prints based on their individual characteristics.



**onfailure**



**onfailure**

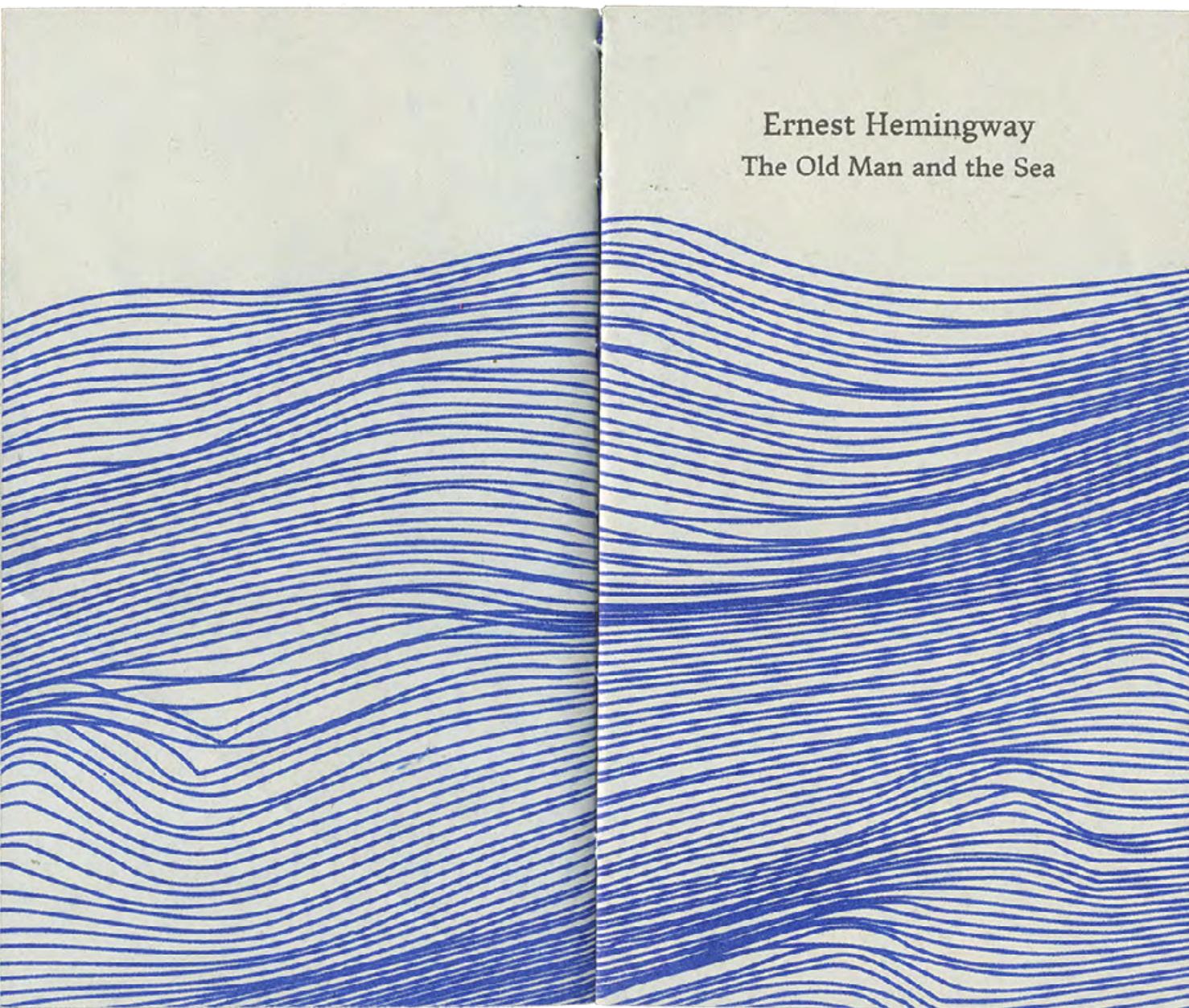


## The Old Man and the Sea

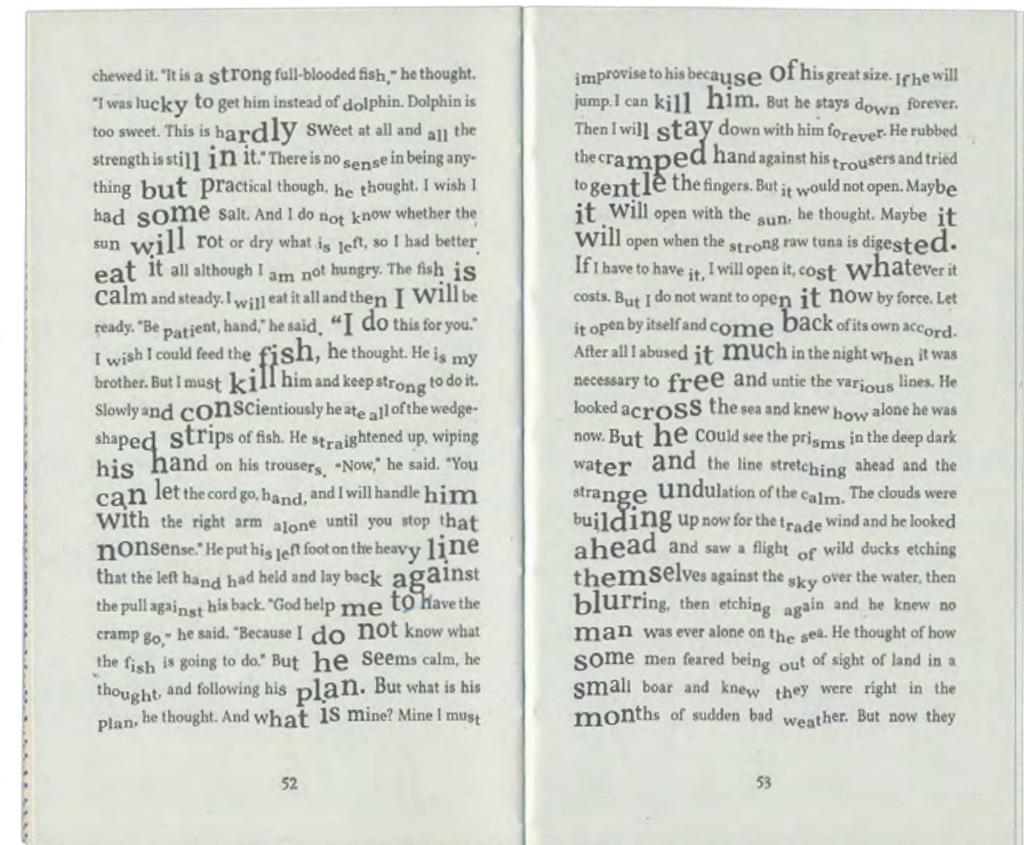
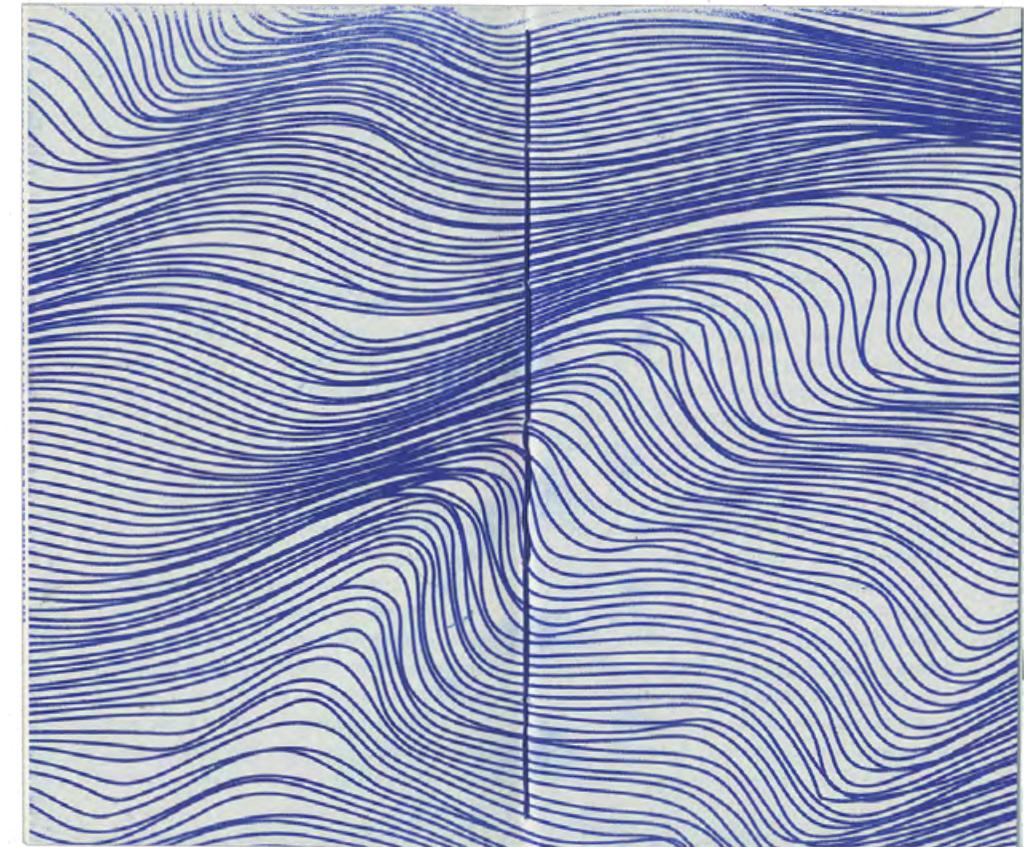
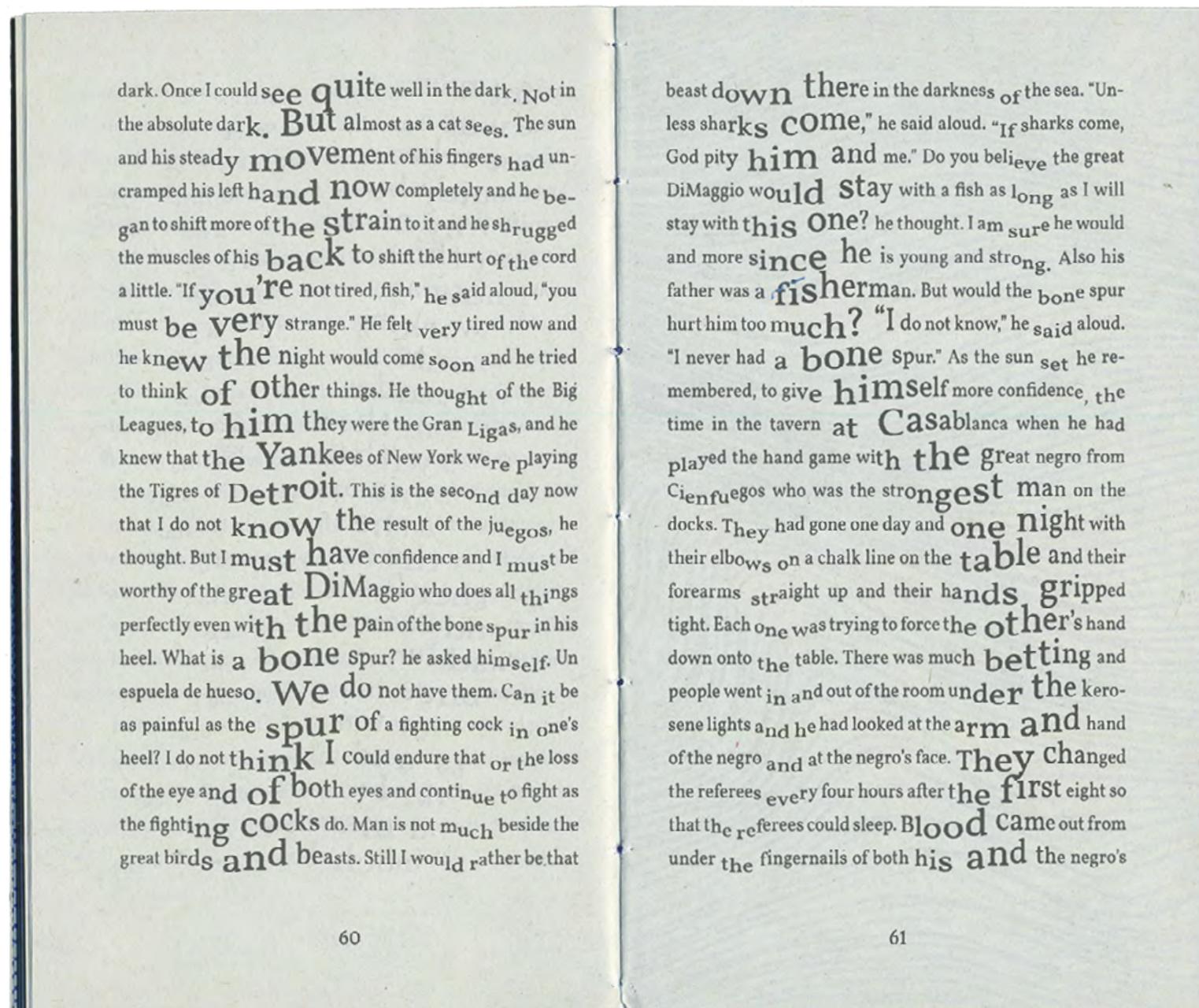
Editorial

2018

This is a reissue of Ernest Hemingway's acclaimed work using computer generated pagination to obtain the represented visuals. A book completely coded in a Javascript environment and printed using a Risograph process on recycled paper.



# The Old Man and the Sea



chewed it. "It is a strong full-blooded fish," he thought. "I was lucky to get him instead of dolphin. Dolphin is too sweet. This is hardly sweet at all and all the strength is still in it." There is no sense in being anything but practical though, he thought. I wish I had some salt. And I do not know whether the sun will rot or dry what is left, so I had better eat it all although I am not hungry. The fish is calm and steady. I will eat it all and then I will be ready. "Be patient, hand," he said. "I do this for you." I wish I could feed the fish, he thought. He is my brother. But I must kill him and keep strong to do it. Slowly and conscientiously he ate all of the wedge-shaped strips of fish. He straightened up, wiping his hand on his trousers. "Now," he said. "You can let the cord go, hand, and I will handle him with the right arm alone until you stop that nonsense." He put his left foot on the heavy line that the left hand had held and lay back against the pull against his back. "God help me to have the cramp go," he said. "Because I do not know what the fish is going to do." But he seems calm, he thought, and following his plan. But what is his plan, he thought. And what is mine? Mine I must

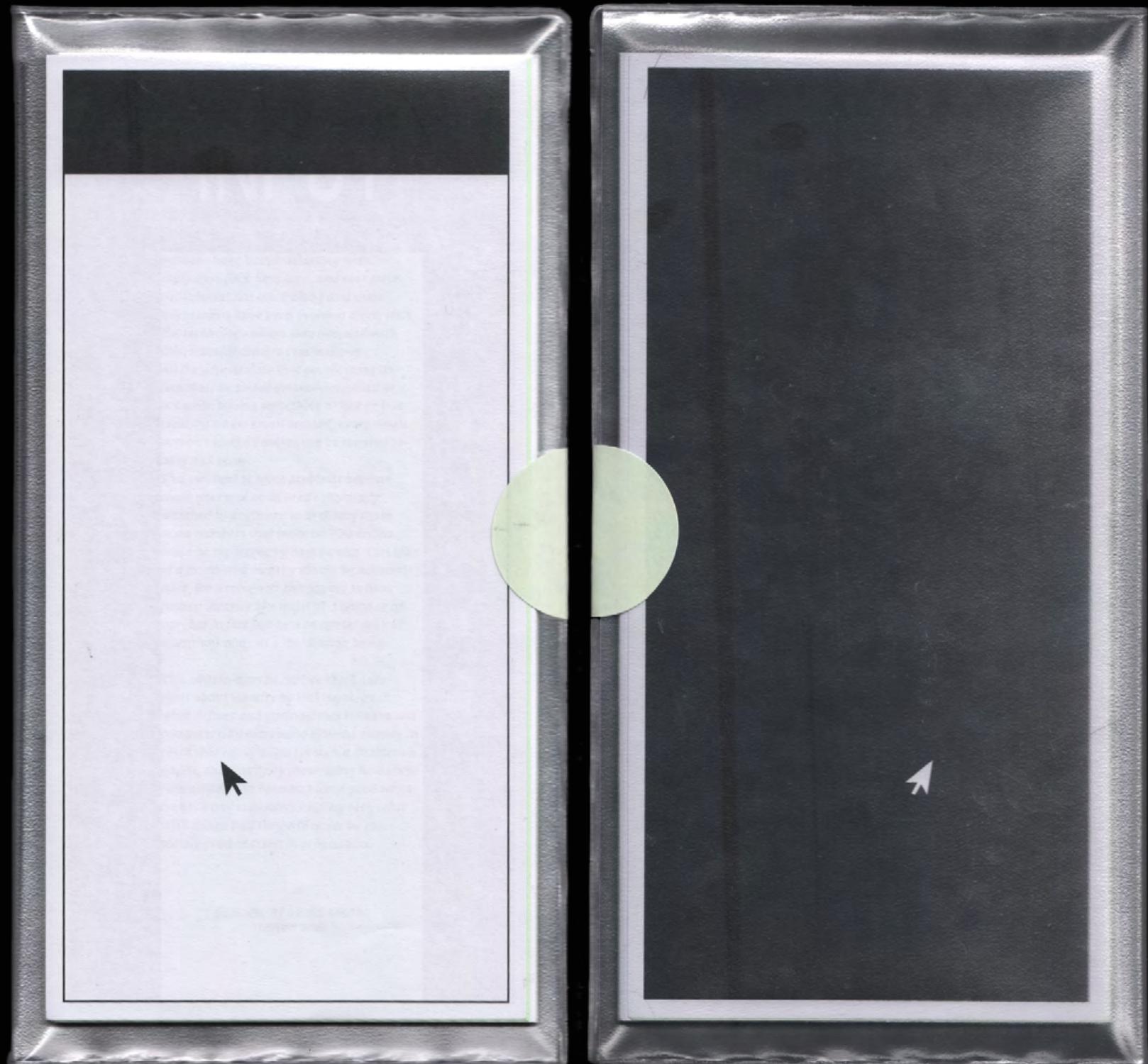
improvise to his because of his great size. If he will jump, I can kill him. But he stays down forever. Then I will stay down with him forever. He rubbed the cramped hand against his trousers and tried to gentle the fingers. But it would not open. Maybe it will open with the sun, he thought. Maybe it will open when the strong raw tuna is digested. If I have to have it, I will open it, cost whatever it costs. But I do not want to open it now by force. Let it open by itself and come back of its own accord. After all I abused it much in the night when it was necessary to free and untie the various lines. He looked across the sea and knew how alone he was now. But he could see the prisms in the deep dark water and the line stretching ahead and the strange undulation of the calm. The clouds were building up now for the trade wind and he looked ahead and saw a flight of wild ducks etching themselves against the sky over the water, then blurring, then etching again and he knew no man was ever alone on the sea. He thought of how some men feared being out of sight of land in a small boat and knew they were right in the months of sudden bad weather. But now they

## UNIDENTIFIED

Publication

2018

Publication that explores the interaction between humans and computers. By analysing what sets them apart and what are the current user validation systems in place today, it demonstrates how both parties complete each other in order to achieve technological progress.



# UNIDENTIFIED

# 1. IDENTITY

## Human ≠ Computer

The concept of identity is core to the protection of data. Data and other computing resources exist to be used by individuals, each of whom has an identity that is used to grant or deny access to such resources. However, identity is not limited to humans. Computer services also have an identity that allows them to interact with other services and data.

As humans, we understand identity as all the characteristics that are representative and unique of an individual and our method of validating identity comes naturally in the course of interaction. We recognize and associate these characteristics with a unique person and our ability to associate characteristics with a person increases with our exposure to the individual. Similar methods are used to build trust.

### 1.3. How to differentiate Human Intelligence from that of a machine

There are further distinctions between computers and humans in terms of trust. Humans trust an individual based on their experience, knowledge, and interactions with the individual, but computers trust an individual only as far as the user's permissions dictate. Permissions determine how an identity can interface with data including viewing, modifying, creating or deleting it. Other permissions might allow a user to issue commands to a computer system, run a program, or utilize a service.

These other distinctions are perfect and imperfect, respectively, that define what exactly will never allow a computer to become a human.

# 2. INTERACTION

## Human – Computer

Interaction between a human being and a computer isn't just about the physical aspect of clicking a mouse button, there's more to it. While a person knows consciously what it is doing, a computer only sees input logically and as a command-based operation, meaning that whatever it is prompted to do it will do with no care for the outcome of that command. The worst part about this is that the existence of the user is put into question and (like everything) can be exploited if there are no barriers to control it, leading to fake users and bots swarming into websites and data servers, crashing them down and stealing real user's information.

This chapter is devoted to exploring and showcasing some of the problems that interaction inevitably has and the solutions in place for those problems.

### 2.1. Attacks

#### 2.1.2. Bots(DDoS),

A botnet is a number of Internet connected devices, each of which is running one or more bots. Botnets can be used to perform distributed denial-of-service attack (DDoS attack), steal data, send spam, and allows the attacker to access the device and its connection.

A Distributed Denial of Service (DDoS) attack is an attempt to make an online service unavailable by overwhelming it with traffic from multiple sources.

# 3. INPUT

## Human Computing

"People are good at figuring out what's attractive, and computers are good at quickly searching and finding," von Ahn says. "You put them together, and bang!" This is "human computation," the art of using massive groups of networked human minds to solve problems that computers cannot. Ask a machine to point to a picture of a bird or pick out a particular voice in a crowd, and it usually fails. But even the most dim-witted human can do this easily. Von Ahn says it's not yet clear what the limits of such an enormous human computer would be. "We're still not thinking big enough," he tells me at one point. "If we have that many people all doing some little part, we could do something insanely huge for humanity."

"We'll never run out of things to digitize," he adds. "Or human brains to do it."

### 3.1. Using humans to better compute.

Luis von Ahn's 4 new games pair random players to solve a computing problem. Because the two players get points when their answers match, the accuracy — and fun quotient — increases. The goal, is to harness human labor to do the important work for which computers are ill suited — and to make the process so entertaining that people are happy to do it for free. This is the problem faced by all of von Ahn's human-computation projects. He realizes that some tasks are inherently unenjoyable — until you make them a game. People will contribute their brain-power, but only if they're given an enjoyable, time-killing experience in exchange. Play is the unexpected glue that latches human brains together into a global overmind. So to build a good human-computation project, you can't merely be a scientist; you also need to be a videogame designer.

swop.com is currently offline

GAMES GAMES GAMES GAMES GAMES

## **ON THE ROLE magazine**

Collaborator in the creative process for the magazine, responsible for the website.

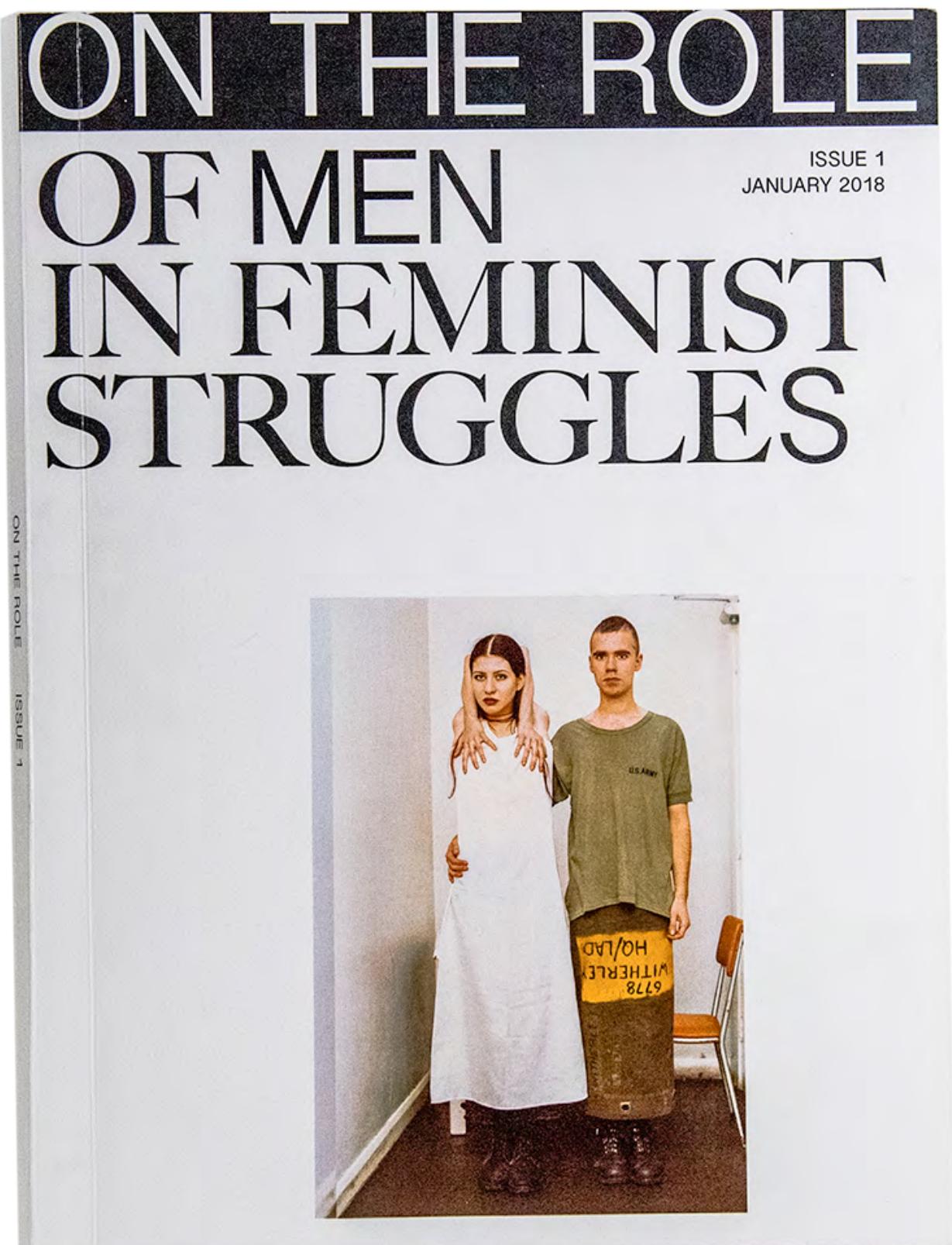
with

Paloma Moniz +  
Ricardo Gonçalves

2017-2018

On The Role is a question in form of a magazine, that aims to provoke discussion around the role of men in feminist day to day struggles. With the more recent growth of the feminist movement it is mandatory that all individuals should consider it as well as be considered by it. Achieving through this, emancipation of all human beings.

[www.ontherole.tumblr.com](http://www.ontherole.tumblr.com)



# ON THE ROLE ON

OF MEN IN FEMINIST STRUGGLES OF MEN IN FEMINIST STRUGGLES

CAN A MAN REALLY CALL HIMSELF A FEMINIST WHEN HE CAN'T REALLY EVER KNOW WHAT GENDER INEQUALITY FEELS LIKE FOR WOMEN?

Codey Sebastian Miner Homo-Ashole-BullPizzle 11 meses atrás  
U never see any hot chicks protesting, just ugly lezzers and mandatory Niggeties. No wonder we laugh at the women's movement.

Jessish 8 meses atrás  
Dont have as much pressure, we have to do everything right

KINNARIBROOK 1 año atrás  
Modern day feminism: "you can have an opinion, but if your opinion differs from mine, you can't have an opinion."

TheCatavistian 2 años atrás  
The patriarchy is the feminist version of the Illuminati.

Mr. Moneteflow 1 año atrás  
I'm not surprised Obama would label himself a feminist, his lady essentially demands it.

JustJedi 1 año atrás  
Finally, I feel accomplished because I being a man, did a lot of those things that she mentioned. Now, I cannot change the society but I can definitely change myself. At least I will try to. And I will raise my son and daughter accordingly as individuals.

Gatsby Sebastian Miner Homo-Ashole-BullPizzle 11 meses atrás  
U never see any hot chicks protesting, just ugly lezzers and mandatory Niggeties. No wonder we laugh at the women's movement.

MONAKO MEXICO 2 años atrás  
I respect both men and women. I don't have any problem with men overall... But I do have a problem with axanoles. Which both some men and women can be sometimes.

Zemery 2 años atrás  
Today, much 90% of men out there are already fully on board with actual gender equality, just not with the crap that gets passed around as gender issues these days.

B.A. 1 año atrás  
I'm not right wing or a conservative, but I think feminism is cancer. Women have equal rights to men. Feminism today is no more than female supremacy and malandry. The only thing I see it used for is to silence opposition, claim the moral high ground, and allow people to be professional victims.



②

I earned my job.

You think it was easy to get to the job I have now? I didn't just waltz into it. I had to work my way up to my current position. I came in on time, put in my hours and even had to hang out after work with people I despise. That's how you make it in America.

③

I budgeted and saved my money.

It's easy to just spend all of your cash, but I put it into a savings account. Learn some self-discipline!

THE PART

ON THE ROLE

30

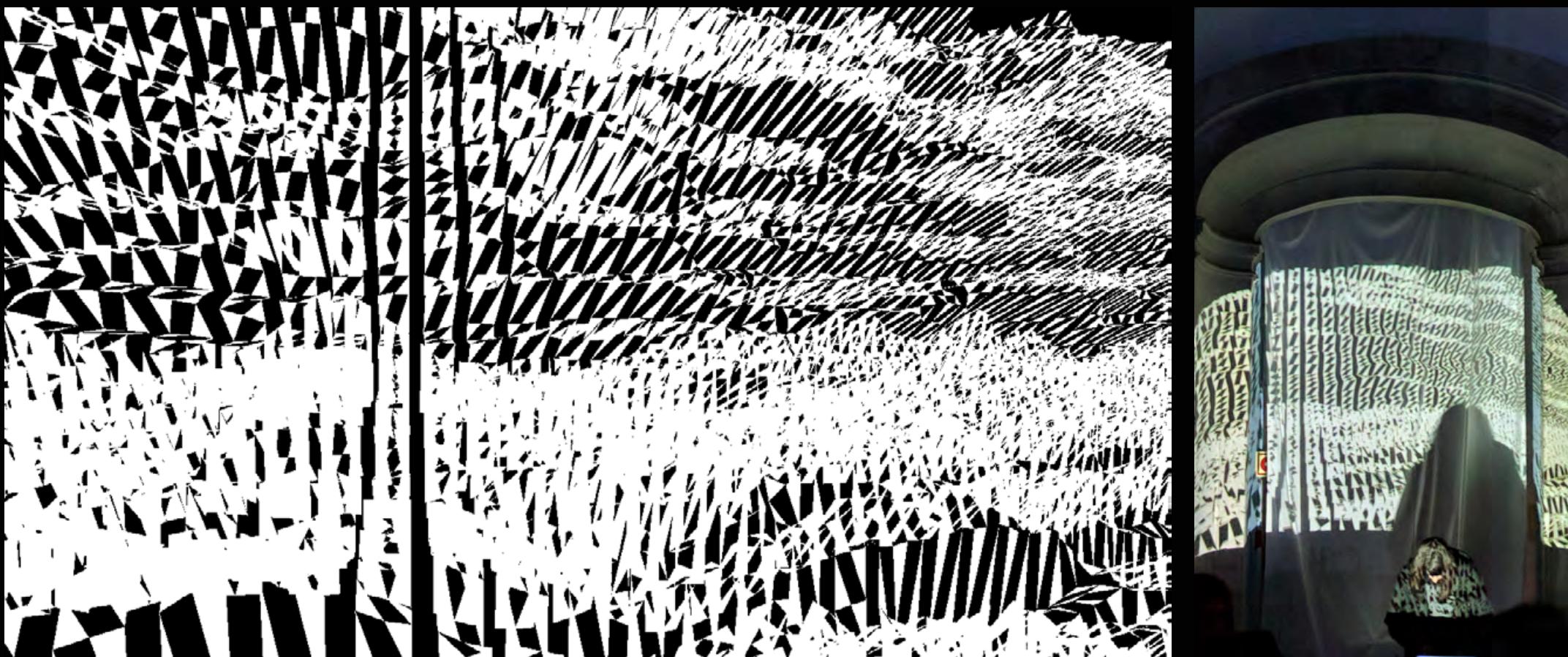
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## MUSIC VISUALIZATIONS

Creative Coding

2017-2018

Sound responsive music visualizations by creating visual programs in a Javascript environment.



## EXPERIMENTATIONS AND ONGOING PROJECTS

## WEBSITE W-C

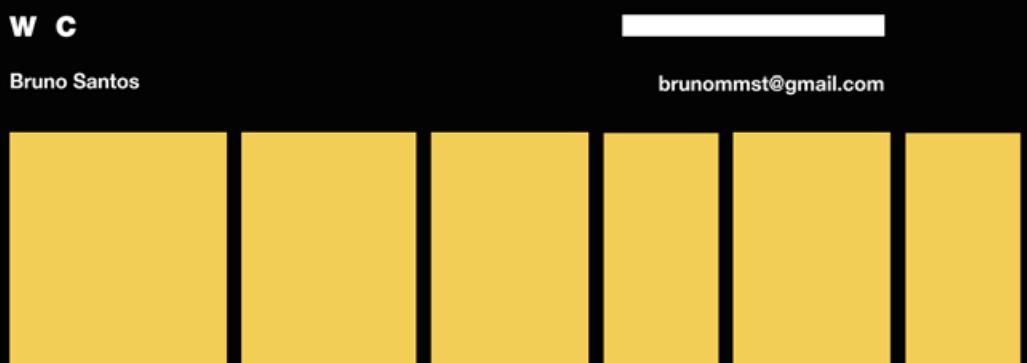
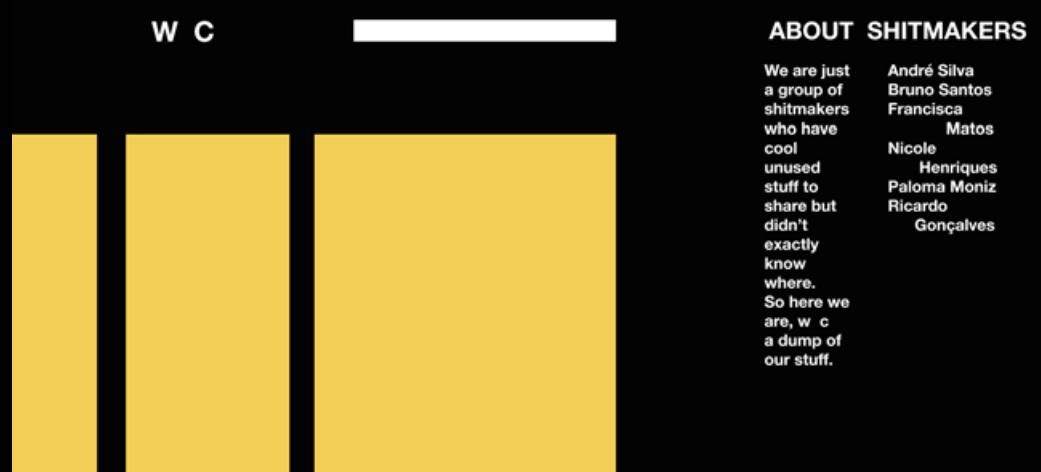
Website in development with the intent of giving its users a place to share their least valuable work such as experimentations, tests and errors that, although not good enough for final products, can still use a place to live.

Responsible for the complete development of the website.

with  
Paloma Moniz +  
Ricardo Gonçalves



2018



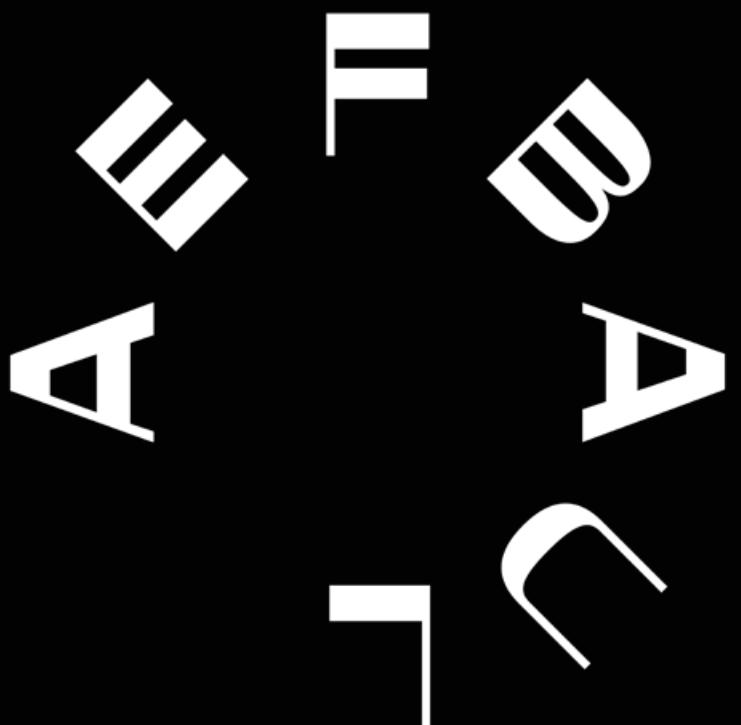
# GRAPHIC IDENTITY + WEBSITE AEFBAUL

Graphic Identity and Website created for the  
students' union of the Faculty of Fine Arts of the  
University of Lisbon.

Collaborator in the creative  
process for the identity,  
responsible for the website.

with  
Nicole Henriques +  
Paloma Moniz +  
Ricardo Gonçalves

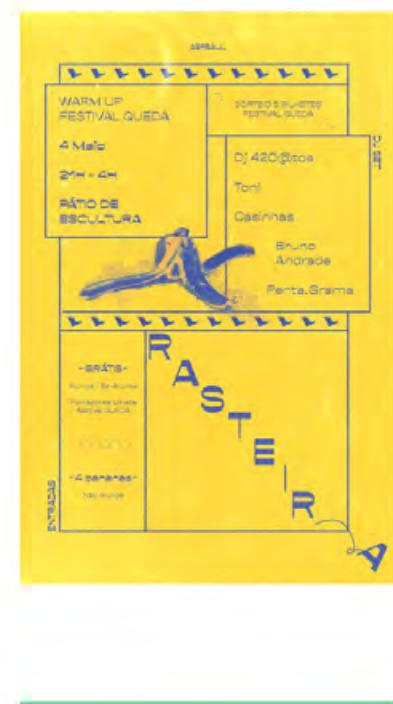
2018



# GRAPHIC IDENTITY + WEBSITE AEFBAUL

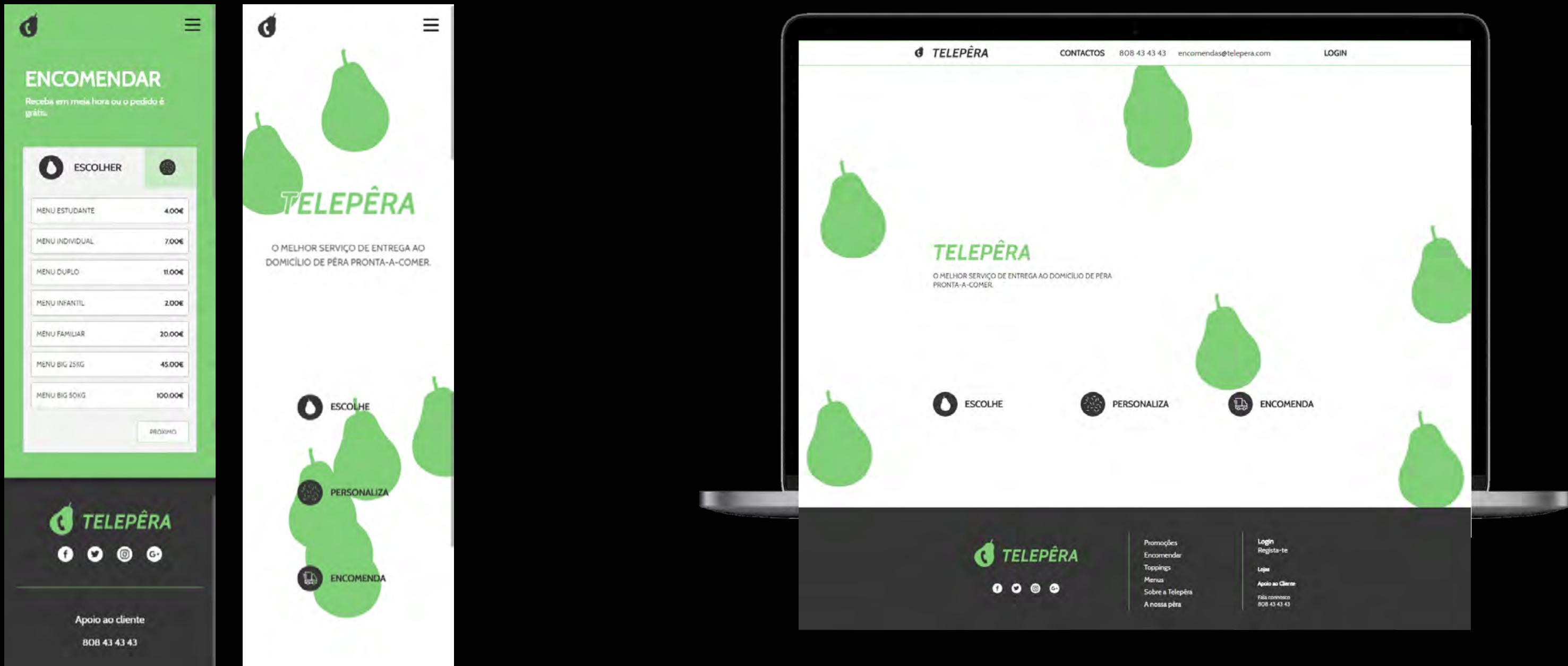


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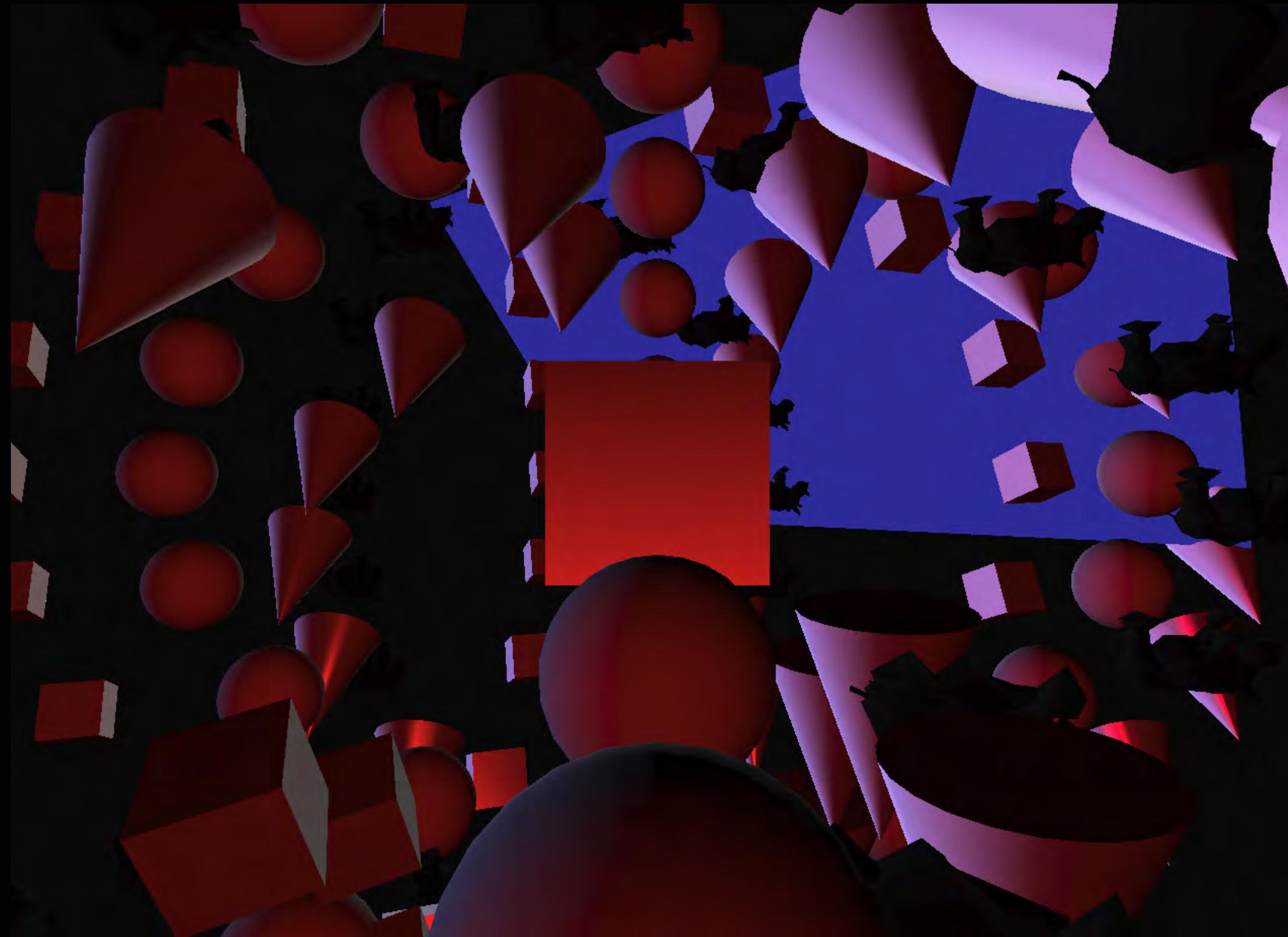
Website created in an academic context,  
for personal and technical exploration of  
HTML CSS and Javascript environments.  
<https://telepera.github.io>



## JAVASCRIPT OBJECTS

Example of experimental work with 3D objects  
in WEBGL created using Javascript.  
<https://bs-experiments.github.io>

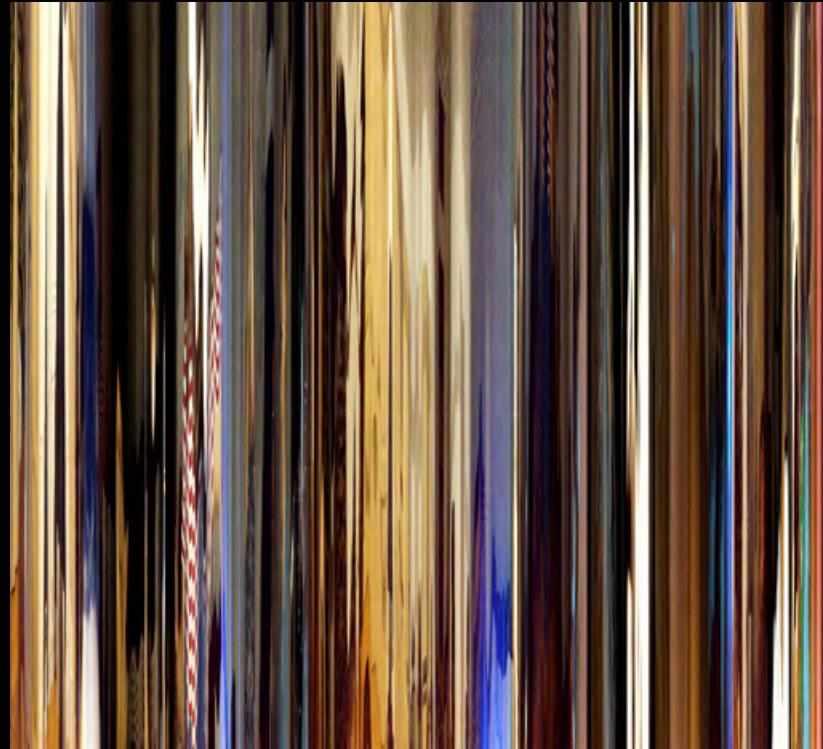
2016-present



# PHOTOGRAPHY

Experimental photographic project in Python  
programming language, consisting of computer  
generated images from video frames.

2018



Thank you!

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