

# Giovanna Vilaza

Human Computer Interaction & Design

## KEY COURSES

- Interaction Science
- Information Visualisation
- Affective Computing
- Research Methods in HCI
- Business Feasibility

## CORE SKILLS



### User Research

Interviews, personas, user journeys, data analysis



### Interaction Design

Ideation, prototyping, sketch, evaluation, reporting



### Tools & Tech

HTML, CSS, JavaScript, d3.js, Pixlr, UxPin, Unity, Java



### Lean Business

Ideation, model canvas, marketing, Agile, user test



### Writing

Technical writing, research papers, code documentation



### Languages

Portuguese, Spanish, English.  
Beginner: German, French

## INTERESTS

Reading, travelling, yoga, long distance races, talks & events

## CONTACT

[ucabnun@ucl.ac.uk](mailto:ucabnun@ucl.ac.uk)

<https://people.kth.se/~gnv/>

## EDUCATION

### MSc Human Computer Interaction & Design

- Minor in Entrepreneurship
- UCL, London - UK (2016-2017)
- KTH, Stockholm - Sweden (2015-2016)

### BSc Computer Science

- UFRN, Natal - Brazil (2010-2015)
- Radboud, Nijmegen - Netherlands (2013-2014)

### Short courses

- Smart Cities - Paris Sud Université (2016)
- Data Visualisation - SUPSI, Lugano - Switzerland (2016)
- Academic English - London School of English (2015)
- Brain Computer Interface - Radboud Universiteit (2014)

### Semester courses

- Feb 2015-Aug 2015: Psychology - UFRN, Natal - Brazil
- Nov 2014-Jul 2015: Human Resources - FGV, São Paulo - Brazil

## EXPERIENCE

### Research Intern

- Prof. Barry Brown, Mobile Life, Stockholm - Sweden (2016)
- Prof. Antonio Pereira, Brain Institute, Natal - Brazil (2014)
- Prof. Jair Leite, CNPq, Natal - Brazil (2012-2013)
- Prof. Roberta Coelho, PROPESq, Natal - Brazil (2012)

### IT Intern

- RoboEduc, Natal - Brazil (2015)
- SINFO, Natal - Brazil (2014)

### Project Manager

- Outgoing Exchange, AIESEC, Natal - Brazil (2015)

### Student Mentor

- Data Structures, UFRN, Natal - Brazil (2011)

## AWARDS

- ★ EIT Digital Full Scholarship - KTH, Sweden & UCL, UK (2015)
- ★ Amsterdam Merit - Universiteit van Amsterdam (2015)
- ★ Radboud Scholarship - Radboud, Netherlands (2015)
- ★ BRANETEC Scholarship - Radboud, Netherlands (2014)
- ★ C Awards for Information Visualisation - Stockholm (2016)
- ★ Smart Cities Green Hackathon - Stockholm (2016)
- ★ Kick-Off Challenge - Eindhoven (2015)

## PUBLICATIONS

Vilaza, G. N.; Campos, A. M. C.; Haselager, W. F. G.; Vuurpijl, L..  
Using games to investigate sense of agency and attribution of responsibility, in SBGames, Porto Alegre- Brazil, 2014.