

Jeronimo Barbosa

PhD Student in Music Technology @ McGill University

1987, Brazilian

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Highlights

- Media Artist-Computer Scientist with eight years of experience developing, teaching (c.f., 'Work Experience'), and researching (c.f., 'Selected Publications') new User Interface technology for artistic applications
- Achieved his masters and bachelor degrees (both with merit-based scholarships) in one of the best Computer Science schools in Brazil (CIn/UFPE), with a six months internship in a major HCI research lab in France (in|situ)
- Won four notable media arts awards in Brazil for his artistic work (c.f., 'Awards')

Education

PhD Student in Music Technology – McGill University, Canada – Since 2014

Supervisors: Marcelo M. Wanderley (McGill) and Stéphane Huot (Inria Lille, France)

Master's degree in Computer Science – CIn/UFPE, Brazil – 2011-2013

Focus: Computer Music and Human-Computer Interaction

Bachelor degree in Computer Science – CIn/UFPE, Brazil – 2005-2009

Focus: Computer Music and Human-Computer Interaction

Work Experience

Course instructor at McGill University – Montreal, Canada

Teaching "New Media Production II"

Jan 2016 – today

Assistant professor at Universidade Federal Rural de Pernambuco and Faculdade de Tecnologia e Ciências de Pernambuco – Garanhuns and Recife, Brazil

Teaching "Formal languages and Automata Theory"

Aug 2013 – Aug 2014

Research Intern at the in|situ| Lab, Institute National de Recherche et Automatique, INRIA – Orsay, France

Designing novel interaction techniques for technical drawing context, based on tangibles, multi-touch and pen & paper interaction

May 2012 – Nov 2012

Research Intern at the Digital Artifacts Design Lab (Institute Nokia of Technology and Design Department UFPE) – Recife, Brazil

Designing mobile applications targeted to different social groups in Brazil, starting from basic ethnographic research to functional prototyping

Aug 2008 – Jun 2009

Selected publications

Jeronimo Barbosa, Marcelo M. Wanderley and Stéphane Huot. 2018. ZenStates: Easy-to-Understand Yet Expressive Specifications for Creative Interactive Environments. In *VL/HCC 2018, Proceedings of the 2018 IEEE Symposium on Visual Languages and Human-Centric Computing*.

Jeronimo Barbosa, Marcelo M. Wanderley, and Stéphane Huot. 2017. Exploring Playfulness in NIME Design: The Case of Live Looping Tools. In *NIME '17 Proceedings of the 2017 Conference on New Interfaces for Musical Expression*.

Jeronimo Barbosa, Joseph Malloch, Marcelo M Wanderley, and Stéphane Huot. 2015. What does “Evaluation” mean for the NIME community? In *NIME '15 Proceedings of the 2015 Conference on New Interfaces for Musical Expression*.

Jeronimo Barbosa, Filipe Calegario, João Tragtenberg, Giordano Cabral, Geber Ramalho, and Marcelo M Wanderley. 2015. Designing DMIs for Popular Music in the Brazilian Northeast: Lessons Learned. In *NIME '15 Proceedings of the 2015 Conference on New Interfaces for Musical Expression*.

Filipe Calegario, Jeronimo Barbosa, Geber Ramalho, Giordano Cabral, and Gabriel Finch. 2013. Sketchument: Empowering users to build DMIs through prototyping. *Organised Sound* 18, 3.

Programming Languages & Technology

Java, C++, MAX/MSP, Pure Data, Javascript & web development (e.g. HTML5, CSS, Nodejs), Arduino & basic electronics, R, Python, mobile app development (iOS and Android)

Languages

English: Comprehends well, speaks well, reads well, writes well

French: Comprehends well, speaks well, reads well, writes reasonably

Spanish: Comprehends reasonably, speaks little, reads reasonably, writes little

Portuguese (Native): Comprehends well, speaks well, reads well, writes well

Awards

- Graduate Excellence Fellowship, Schulich School of Music, McGill University, 2014-2018

- Shortlisted in IxDA Interaction Awards, 2013 – Project Illusio
- 9º Sérgio Motta Arts and Technology Prize, category “Early carrier”, Instituto Sergio Motta (Brazil), 2011.
- Honorable Mention in FILE PRIX LUX, Electronic Language International Festival (Brazil), 2010 - Project Marvim Gainsbug (with Filipe Calegario)
- Conexões Tecnológicas Prize, Instituto Sérgio Motta (Brazil), 2010 - Project Marvim Gainsbug (with Filipe Calegario)
- Rumos Itaú Cultural Arts-Cybernetics, Instituto Itaú Cultural (Brazil), 2009 - Project Illusio

Serving

Student Volunteer at CHI 2018 (PC Meetings); Reviewer for NIME 2017; Student representative for the Centre for Interdisciplinary Research in Music Media and Technology (CIRMMT), from 2015 to today