

SHORT BIOGRAPHY

Nelson A. F. Gonçalves (Torres Vedras, 1973) is a freelance 3D generalist artist and invited assistant in polytechnic higher education.

Graduated in History (University of Évora, 1995) and Master in Educational Technology (University of Minho, 2003), after a brief experience teaching in basic and secondary education, he began his practice as a teacher of polytechnic higher education in 1998, at the Escola Superior de Educação de Leiria (School of Education of the Polytechnic Institute of Leiria). Since 2003, he has been teaching at the Escola Superior de Educação de Viseu (School of Education of the Polytechnic Institute of Viseu - ESEV), in the Department of Communication and Art, Area of Information and Communication Technologies, teaching course units related to multimedia content production since 2003 and 3D content since 2006. His experience in this field also includes postgraduate teaching activities and extensive experience as a trainer in different contexts (teacher training, non-formal education, etc.).

As a freelancer, he has participated in several projects, assuming different responsibilities, including 3D creation for various purposes (architectural visualization, documentation, 3D printing, etc.) and animation, coding and content development for websites, 360 virtual tours and interactive experiences using augmented reality and virtual reality. In recent years, his activity has focused on the application of digital technologies for heritage documentation, preservation and communication, with special focus on historical and archaeological heritage and the use of 3D content.

His scientific production and activity includes organizing events and training, scientific reviewing for journals and conferences, presenter in a vast number of scientific events and authorship of books, chapters, journal articles and papers in conferences proceedings. He has been invited on several occasions to give talks or masterclasses and lead workshops, including from the Directorate-General for Innovation and Curriculum Development of the Portuguese Ministry of Education (2006), Portuguese National Association of Computer Teachers (2012), Cinanima - International Animated Film Festival (2010 and 2012) and the Institut für Medien, Gesellschaft und Kommunikation (University of Innsbruck, 2013 and 2017), among others.

His main areas of interest are 3D, digital technologies applied to heritage, Free and Open Source Software, Free Culture and animation. He was a member of the board of the Associação Ensino Livre (Free Education Association), elected president from 2011 to 2014, and a founding member of OpenLab ESEV (2009-2017), a project of ESEV to promote and support the use of Free and Open Source Software in education and arts.

Since 2022, divides his time and combines his professional activity, academia and social and political activism with the Alfobre project (alfobre.com), an independent initiative dedicated to exploring the application of digital technologies for heritage documentation, preservation and communication.