

OVERVIEW

I am a researcher in the field of visual analytics, a practice that brings together data analysis, information visualization, HCI methods and software development. My research focus is on network visual analysis, for which I developed analysis methods for large datasets and interactive prototypes using web technologies. I have presented my work at IEEE VIS, Eurovis, and I have publications in IEEE Transactions on Visualization & Computer Graphics, the top visualization journal.

PROFESSIONALLY USED TECHNOLOGIES

Python	Jupyter	JavaScript	Dart	React	Git
Pandas	NumPy	D3	Mapbox-GL	Redux	C/C++
Scikit-Learn	R	WebGL	Web canvas	Angular	Matlab

PROFESSIONAL EXPERIENCE

- Postdoctoral Researcher** France
INRIA Saclay Jun 2018 - present
 - Prototype for visualizing dynamic hypergraphs with focus on usability. **Technologies:** Dart, Web canvas and Python.
 - Development of a prototype for analysis of multidimensional projections for large datasets. **Technologies:** JavaScript, WebGL, D3, Python, Flask, Scikit-Learn, Pandas, SciPy.
 - Currently working in the design of a mixed-initiative prototype for dynamic network clustering visualization for large datasets.
- Researcher Consultant** Brazil
Visibilia Dec 2018 - Jul 2019
 - Prototype for visualizing recommendation of business regions. **Technologies:** JavaScript, React, MapGL, D3 and Python.
- Visiting PhD Student** France
INRIA Saclay Aug 2016 - Jul 2017
- Visiting PhD Student** USA
New York University Nov 2015
- Software Developer** Peru
Peru Credit Bank (BCP) Aug 2010 - Jul 2011

EDUCATION

- University of São Paulo** Brazil
Ph.D. Computer Science Dec 2013 - May 2018
Dissertation title: *Graph signal processing for visual analysis and data exploration.*
 - Network and spatio-temporal data analysis using graph signal processing.
 - Technologies:** Python, Pandas, Matlab, JavaScript, React, D3, Angular.
 - Relevant courses:** Machine learning, mathematical tools for data analysis and data clustering.
- University of São Paulo** Brazil
M.Sc. Computer Science Aug 2011 - Nov 2013
Thesis title: *Normal correction towards smoothing point-based surfaces.*
- San Pablo Catholic University** Peru
B.S. Informatics Engineering (Computer Science) 2005 - 2010
Coursework project: *Fluid simulation using SPH, Computer graphics.*
 - top student in class

EXPERTISE

visual analytics
network visualization
data science
graph signal processing

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FOREIGN LANGUAGES

spanish *native*
english *advanced*
portuguese *intermediate*
french *basic*

REFERENCES

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PUBLICATIONS

- **Valdivia, P.**, Buono, P., Plaisant C., Dufournaud N. and Fekete, J.-D. (2020). *Analyzing Dynamic Hypergraphs with Parallel Aggregated Ordered Hypergraph Visualization*. To appear in IEEE Transactions on Visualization and Computer Graphics.
- **Valdivia, P.**, Dias, F., Petronetto, F., Silva, C. T., and Nonato, L. G. (2015). *Wavelet-based visualization of time-varying data on graphs*. In Visual Analytics Science and Technology (VAST), 2015 IEEE Conference.
- Col, A. D., **Valdivia, P.**, Petronetto, F., Dias, F., Silva, C. T., and Nonato, L. G. (2017). *Wavelet-based visual analysis of dynamic networks*. IEEE Transactions on Visualization and Computer Graphics.
- Col, A. D., **Valdivia, P.**, Petronetto, F., Dias, F., Silva, C. T., and Nonato, L. G. (2017). *Wavelet-based visual analysis for data exploration*. Computing in Science Engineering.
- Søren Knudsen, Jan Aerts, Daniel Archambault, Remco Chang, Jean-Daniel Fekete, **Valdivia, P.** et al. (2019) *Unifying the framework of Multi-Layer Network and Visual Analytics*. *Visual Analytics of Multilayer Networks Across Disciplines*, Dagstuhl Reports.
- Dias, F., Mansour, M. R., **Valdivia, P.**, Cousty, J., and Najman, L. (2017). *Watersheds on Hypergraphs for Data Clustering*. In International Symposium on Mathematical Morphology and Its Applications to Signal and Image Processing. Springer, Cham.
- Ferreira, V., Valejo, A., **Valdivia, P.** and Valverde-Rebaza, J. (2019) *Exploiting Geographical Data to improve Recommender Systems for Business Opportunities in Urban Areas*. To appear in Proceedings of BRACIS 2019.
- Dias, M.D, **Valdivia, P.**, Petronetto, F., Nonato, L. G. (2013). *Graph Spectral Filtering for Network Simplification*. In Graphics, Patterns and Images (SIBGRAPI), 2013 26th SIBGRAPI-Conference. IEEE.
- **Valdivia, P.**, Cedrim, D., Petronetto, F., Paiva, A., and Nonato, L. G. (2013). *Normal Correction towards Smoothing Point-Based Surfaces*. In Graphics, Patterns and Images (SIBGRAPI), 2013 26th SIBGRAPI-Conference. IEEE.

SHORT PAPERS

- **Valdivia, P.**, Buono, P., Plaisant C., Dufournaud N. and Fekete, J.-D. (2018). *Using Dynamic Hypergraphs to Reveal the Evolution of the Business Network of a 17th Century French Woman Merchant*. VIS 2018-3rd Workshop on Visualization for the Digital Humanities.

POSTERS

- **Valdivia, P.**, Buono, P., and Fekete, J.-D. (2017). *Hypenet: Visualizing Dynamic Hypergraphs*. In Puig, A. P. and Isenberg, T., editors, EuroVis 2017 - Posters. The Eurographics Association.
- Dimara, E., **Valdivia, P.**, and Kinkeldey, C. (2017). *DcPAIRS: A Pairs Plot Based Decision Support System*. In Puig, A. P. and Isenberg, T., editors, EuroVis 2017 - Posters. The Eurographics Association.

SOFTWARE PROTOTYPES AND CONTRIBUTIONS

- **Paohvis**. Prototype for visualizing dynamic hypergraphs.
Implemented in Dart using web canvas.
Available at: <http://www.aviz.fr/paohvis/>
- **Waviz**. Prototype for analyzing spatio-temporal data based on the graph wavelet transform.
Implemented in JavaScript using D3.
Available at: <https://paolavaldivia.github.io/waviz/>
- **Siion**. Prototype for showing the best potential regions for opening a business in the city of São Paulo.
Implemented in Javascript using Mapbox
Available at: <http://siion.visibilia.net.br>
- **Dynamic Network Explorer**. Prototype for analyzing dynamic networks based on the graph wavelet transform.
Implemented in JavaScript using the framework AngularJS and D3.
Available at: https://paolavaldivia.github.io/dynnet_wavelet/
- **Networkcube**. Improvement of the matrix visualization of networks in this system.
Implemented in Typescript using WebGL and D3.
Available at: <http://networkcube.net/>