

Paulo Bala



Education

Dual Masters of Entertainment Technology, May 2015.

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA and **University of Madeira**, Funchal, Portugal
Project-based, multidisciplinary degree focusing on designing interactive entertainment experiences through teamwork.

Masters in Computer Science, May 2013.

Bachelor in Computer Science, June 2010.

University of Madeira, Funchal, Portugal

Multidisciplinary degree focusing on software development and human computer interaction.



Academic Projects

“Keyewai” by Tribe Studios Game Design Course, University of Madeira, Fall 2014.

- Winner in the Student Game Design Competition (Innovative Interfaces category) at CHI 2015
- Non-digital and digital game (using holographic projection and gaze tracking) made by a multidisciplinary team of 7 people, in a period of five weeks
- Producer, game designer and lead programmer

Building Virtual Worlds Carnegie Mellon University, Entertainment Technology Center, Fall 2013.

- In rotating teams of five, students co-design and build five interactive virtual worlds through rapid prototyping over a period of one to four weeks each, for an understanding of the game development pipeline.
- Production, game and experience design, programming, 2D illustration and 2D animation.

Dissertation “tCAD: a 3D Modeling Application on a Depth Enhanced Tabletop Computer”. 2012. University of Madeira. Advisor Dr. Ian Oakley.

- Designed and implemented a system mixing a tabletop computer, depth tracking (Microsoft Kinect) and tangible interaction (reactIVision).
- Designed and implemented a 3D modeling application using constructive solid geometry, in the system mentioned above.



Experience

AppSalad Lda. November 2012 – June 2013.

Junior Developer for Backend and Mobile.

- Small teams (2 to 3 people) working on projects for private clients.
- Experience with database management, web services (Yii), interface design and implementation for mobile and web, 2D illustration for games, game design and implementation for mobile.

Future Fabulators July 2014 – September 2014.

Developer and Experience Designer.

- Summer internship where we created two interactive mobile VR experiences using Google Cardboard and Durovis Dive for exhibitions in Austria, Romania and Scotland.



+351-964264309



paulo.bala@gmail.com



www.paulobala.com



paulo.bala1

Skills



Coding

C#
C++
PHP
HTML
CSS
JavaScript
Java
Android
MySQL



Design & Film

Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects



Software

Unity 3D
Autodesk Maya
openFrameworks
XCode
Processing
Microsoft Office