

Paulo Bala



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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.

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





Work Experience

Beanstalk, M-ITI, Funchal, November 2015 – ongoing.

Research Assistant

- Working on location based experiences exploring VR in mobile devices, aimed at showcasing Madeira's heritage to tourists

Future Fabulators, M-ITI, Funchal, 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.

AppSalad Lda. Castelo Branco, 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.



Publications

Paulo Bala, Mara Dionisio, Valentina Nisi, Nuno Nunes. 2016. **IVRUX: A Tool for analyzing Immersive Narratives in Virtual Reality**. Manuscript submitted for publication in Proceedings of the 9th International Conference on Interactive Digital Storytelling (ICIDS 2016).

Mara Dionisio, Paulo Bala, Valentina Nisi, Nuno Nunes. 2016. **Transmedia Storytelling for Exposing Natural Capital and Promoting Ecotourism**. Manuscript submitted for publication in Proceedings of the 9th International Conference on Interactive Digital Storytelling (ICIDS 2016).

Valentina Nisi, Nuno Nunes, Mara Dionisio, Paulo Bala, and Time's Up. 2016. **DreamScope: Mobile Virtual Reality Interface**. Manuscript submitted for publication in Proceedings of the 9th International Conference on Interactive Digital Storytelling (ICIDS 2016).

Paulo Bala, Lucilia Nóbrega, Guilherme Neves, Laís Lopes, Joana Morna, João Camacho, and Cristina Freitas. 2015. **Keyewai: Looking at Cooperation in a Holographic Projection Screen**. In Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '15). ACM, New York, NY, USA, 61-64.

Mara Dionisio, Paulo Bala, Rui Trindade, Valentina Nisi, Julian Hanna, and Time's Up. 2015. **Lucid Peninsula: DreamScope -- An Interactive Physical Installation**. In Proceedings of the 2015 ACM SIGCHI Conference on Creativity and Cognition (C&C '15). ACM, New York, NY, USA, 377-378.

Mara Dionisio, Paulo Bala, Rui Trindade, Valentina Nisi, Nuno Nunes, and Time's Up. 2015. **DreamScope Catcher: A Touch Sensitive Interface to Catch Dreams**. In Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces (ITS '15). ACM, New York, NY, USA, 417-420.