

# Bernardo Gonçalves de Faria

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## EDUCATION

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- **Instituto Superior Técnico (IST)** Lisbon, Portugal  
*Master of Computer Science and Engineering* *Sept 2020 – Jul 2023*
  - Specialization in Interaction and Visualization
  - Specialization in Artificial Intelligence
- **Instituto Superior Técnico (IST)** Lisbon, Portugal  
*Bachelor of Computer Science and Engineering* *Sept 2016 – Jun 2020*
  - General Software Engineering Education, focused on Programming Skills and Mathematics

## SKILLS

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- **Programming Languages:** JavaScript, Python, HTML, C, C#, C++, Java, SQL, Matlab
- **Soft Skills:** Teamwork, Communication, New Challenges, Self-Taught, Hard Work, Enthusiast
- **Technologies:** Unix, Git, Unity, Figma, Flutter, Android Studio, Colab and Jupyter Notebook
- **Languages:** Portuguese (Native Speaker), English (Advanced), Spanish (Intermediate)

## CERTIFICATES

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- **Foundational C# with Microsoft** *Oct 2023*  
*FreeCodeCamp and Microsoft*

## PUBLICATIONS

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### Scientific Paper

- **Faria Bernardo**, Lúcio Inês, Raidou Renata, Proença Luís, Zagalo Carlos, Mendes José, Rodrigues Pedro, Lopes Daniel, *Knowledge Maps as a Complementary Tool to Learn and Teach Anatomy in Virtual Reality: a Case Study in Dental Education*. IEEE VR 2024, March 16-20, 2024, Orlando, Florida USA. (**Awaiting first reviews**)

### Poster Presentation

- **Rodrigues Pedro**, Faria Bernardo, Lúcio Inês, Raidou Renata, Proença Luís, Zagalo Carlos, Mendes José João, Lopes Daniel, *A VR Approach For Teaching And Learning Oral Surgical Anatomy: Preliminary Results*. Poster presented at 6th International CiiEM Congress, July 5-7, 2023, Caparica.

## PROJECTS

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### University Projects at Instituto Superior Técnico (IST)

- **IMPLANTIGRAPH:** A VR studying and teaching tool that aims to explore anatomical graphs and 3D labeling with anatomical information focused on dental implantology.
- **Virtual Workspace:** A VR tool that allows interaction (writing, highlighting, connections) with and within text documents in a virtual environment.
- **Music Evolution:** An interactive and visual framework that presents information about the evolution of several music genres (evolution over time, its origins, popularity, most famous artists, geographic distribution) through six graphical idioms that interact within themselves.
- **TrainSafe:** A mobile application for gym users during the pandemic, allowing them to (1) report if they got infected with COVID-19, (2) book gym slots to avoid mass gatherings, and (3) a profile page with personal progress, training plans and virtual identification to enter the gym.
- **bitloaner:** A high-fidelity prototype of a mobile application of new forms of interaction for decentralized finances, allowing users to (1) check their own loans, (2) ask for an amount from other users based on a trust ranking, (3) invest, and (4) track their own personal status.
- **mobilityp:** A high-fidelity prototype of a mobile application for an inclusive technological solution for handicapped people that need to use a wheelchair, featuring (1) a big SOS button that automatically calls for an emergency number, (2) report occurrences, such as a car wrongly parked on a low mobility parking, and send the information through the application to the authorities, and (3) "Mobility Map", a map with pins for easy access to public transportation, low mobility parking or accessibility problem.