

LEANDRO SOARES GUEDES

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Dynamic and innovative academic in Human-Computer Interaction, User Experience Research, and Accessibility.



EDUCATION

UNIVERSITÀ DELLA SVIZZERA ITALIANA (USI) — SWITZERLAND — 11/2019—NOW (EXPECTED 10/2023)

Doctor of Philosophy in Informatics

- Ph.D. Dissertation: "Designing Accessible Multisensory Experiences with People with Intellectual Disabilities"
- Research cooperation with Anffas in Trieste - Italy and Atgabbes in Lugano - Switzerland

FEDERAL UNIVERSITY OF RIO GRANDE DO SUL (UFRGS) — BRAZIL — 02/2014—12/2016

Master's Degree in Computer Science — Final Grade: A (Converted GPA = 4.0/4.0)

- Master Thesis: "MusicVis: Interactive Visualization Tool For Exploring Music Rankings"

FEDERAL UNIVERSITY OF PELOTAS (UFPEL) — BRAZIL — 08/2008—12/2013

Bachelor in Computer Science

- Bachelor Thesis: "Image Segmentation for the Diagnosis of Problems in the Equipment Manufacture"

UNIVERSITY OF PORTO (U.PORTO) — PORTUGAL — 09/2010—02/2011

Undergrad Exchange Student

- Human-Computer Interaction Course & Research Project: "Interactive Football"



WORK EXPERIENCE

RESEARCH ASSISTANT — UNIVERSITÀ DELLA SVIZZERA ITALIANA (USI) — SWITZERLAND — 11/2019—NOW

- Research (funded by SNSF) focusing on people with mild and moderate intellectual disabilities: co-design sessions, text simplification, text-to-speech, multisensory experiences, designing accessible prototypes & apps to use before and after a museum visit
- Co-advisor of the project "+ACCESS: Designing accessible solutions for people with disabilities" selected for UROP scholarship
- Co-advisor of 1 master's thesis, 3 bachelor's thesis, and 1 summer intern
- Teaching Assistant at "Experimentation and Evaluation", "Human-Computer Interaction", "User Experience Design" & "Software Engineering Project": Designed and graded assignments and mentored and assessed group projects

PROFESSOR — FEDERAL INSTITUTE OF MATO GROSSO DO SUL (IFMS) — BRAZIL — 05/2017—SABBATICAL

- Research Projects: "Augmented reality for interaction in art exhibitions", "Improving the interaction of older users with technology", "Usability and interface design", and "Application to support ASL teaching as a second language for deaf people"
- Projects funded by top-tier local and national funding bodies (CNPq and IFMS)
- Advisor of 3 bachelor thesis, 8 final technical projects, and 4 teaching assistant students
- Member of commissions and councils: IFMAKER, Informatics Specialization course, Service Center for People with Specific Educational Needs (NAPNE)
- Teaching: Human-Computer Interaction, Software Engineering, Research Methods in Computer Science, and Algorithms

LECTURER — SUL-RIO-GRANDENSE FEDERAL INSTITUTE (IFSUL) — BRAZIL — 03/2015—03/2017

- Research Projects: "MusicVis: Music Ranking Visualization" and "BD-VIS: Database Information Visualization"
- Projects funded by top-tier local funding bodies (BIC and IFSUL)
- Advisor of 4 final technical projects
- Teaching: Databases, Operating Systems, Computer Networks, Algorithms & Data Structures

FELLOW — FEDERAL UNIVERSITY OF RIO GRANDE DO SUL (UFRGS) — BRAZIL — 02/2014—12/2016

- Scholar of the research project: "Interactive Visualization and Visual Exploratory Data Analysis in Different Application Domains"
- Scholar of a research project in partnership with AES/SUL and NEXO: Research for behavior analysis in immersive environments using HMD or CAVE
- Designing and analyzing the user experience with dynamic applications using second screen
- Main research areas: Human-Computer Interaction, AR/VR, User Experience, and Interactive Visualization

FELLOW — FEDERAL UNIVERSITY OF PELOTAS (UFPEL) — BRAZIL — 03/2009—12/2013

- Scholar of ALM Development Agency developing Databases and user-friendly Web Applications
- Scholar of Maintenance and Support - Computer Science LAB/UFPEL
- Teaching Assistant in Algorithms & Data Structures (using C, C++, and Java)



MAIN SKILLS & TOOLS

PROGRAMMING AND DESIGN

C, C++, Java, Python, HTML, CSS, Javascript, D3.js, Arduino, Unity, Balsamiq, Figma, Photoshop, Procreate, Office, 3D Printing

RESEARCH

Usability Evaluation, Surveys, Prototyping, Personas, Co-design, Focus Groups, Interviewing, Ethnography, Field Observation

SOFT SKILLS

Oral and Written communication, Organization, Adaptability, Creativity, Planning, Problem-solving, Friendliness, Teamwork, Ethics

LANGUAGES

Portuguese (Native), English (Fluent - C2), Italian (Intermediate - B2), Spanish (Intermediate - B1), German (Basic - A1)



SELECTED PUBLICATIONS

ASSETS 2021

GUEDES, L. S.; LANDONI, M. Meeting Participants with Intellectual Disabilities during COVID-19 Pandemic: Challenges and Improvisation. In The 23rd International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '21). Association for Computing Machinery, New York, NY, USA, Article 78, 1–4.

HCII 2021

WILLI, P.; **GUEDES, L. S.;** LANDONI, M. A Study into Accessibility and Usability of Automated Teller Machines for Inclusiveness. In: International Conference on Human-Computer Interaction, Online. Proceedings of HCI International 2021 (To appear soon)

ICCHP 2020

GUEDES, L.S.; SANTOS, L. A. M. F.; SILVA, G. V.; Enhancing interaction and accessibility in museums and exhibitions with Augmented Reality and Screen Readers. In: ICCHP 2020 - 17th International Conference on Computers Helping People with Special Needs, 2020, Lecco - Italy (Online), vol 12376. Springer, Cham.

ACM SAC 2017

GUEDES, L.; FREITAS, C. M. D. S.; Exploring music rankings with interactive visualization. In: the Symposium, 2017, Marrakech. Proceedings of the Symposium on Applied Computing - SAC '17. New York: ACM Press. v. 1. p. 214-219

SVR 2015

PAGNO, B.; COSTA, D.; **GUEDES, L.;** FREITAS, C. M. D. S.; NEDEL, L.; Guidelines for Designing Dynamic Applications With Second Screen. In: SVR - Symposium on Virtual and Augmented Reality, 2015, São Paulo. v. 1, p. 42-51



ACADEMIC SERVICES

- IDC 2022 Communication Chair
- Contributed to workshops in IDC 2020, CHI 2021, and INTERACT 2021
- Selected and contributed to ASSETS 2020 Doctoral Consortium
- Organizer of ENCITEC 2018, INFODAY & CHARCODE 2017, SVR 2016, SACOMP XVI, FISL 12 and 14, WEIT 2011
- Speaker of SMA 2019, SMA 2018, SCT 2018, ETCPAN 2017, SACOMP 2015
- Reviewer of CLIHC 2021, NordiCHI 2020, CONNEPI 2018, FETECMS 2017, MOCITEC 2016/2015 & MOSTRATEC 2016
- Chair of the Design Thinking Workshop at UFMS 2018 and IFMS 2017
- Examiner member in 12 undergraduate bachelor thesis defenses
- Participation in events such as ACM CHI, ACM IDC, ACM SAC, ASSETS, HCII, ICCHP, DSAI, SIBGRAPI; IHC and SVR
- Student representative of Computer Science Course at UFPEL from 2010 to 2012



AWARDS

- Winner of ACM IDC 2020 - Research & Design Competition
- Honored Instructor Award from 3 Computer Science classes in 2016 and 2017 (IFSUL and IFMS)
- Finalist of the XV Entrepreneurship Marathon - UFRGS - Brazil in 2014