

CLAUDIO S. PINHANEZ

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- Interests** Interactive spaces, entertainment in the web, computer vision, new technologies for human-computer interfaces, pervasive computing, interactive art and performance.
- Education** **Massachusetts Institute of Technology (Media Laboratory)** Cambridge, MA
Ph.D. Degree in the Media Arts & Sciences Graduate Program at the Media Laboratory. Thesis title: “*Representation and Recognition of Action in Interactive Spaces*”. 1999.
Osaka University of Foreign Languages Osaka, Japan
Intensive course in Japanese Language (6 months). 1991.
University of São Paulo São Paulo, Brazil
Master Degree in Computer Science. September 1989.
University of São Paulo São Paulo, Brazil
Bachelor Degree in Mathematics. December 1985.
- Experience** **IBM T.J. Watson Research Center** Hawthorne, NY
1999-current. Research scientist. Conducting research on entertainment and education in the Internet and on physical interfaces to computers.
Sony Computer Science Laboratory Tokyo, Japan
Summer 1998. Visiting researcher. Development of a system to project 3D computer graphics images on moving surfaces.
Advanced Telecommunications Research Institute (ATR) Kyoto, Japan
Summer 1996. Visiting research at the Dept. of Media Integration and Communication (MIC) with Dr. Kenji Mase. Development of computer theater performance.
University of São Paulo São Paulo, Brazil
1987-1993. Assistant Professor at the Computer Science Dept. Included significant teaching, in courses on Compilers, Computer Graphics, and Data Structures.
- Publications** M. Raghunath, C. Narayanaswami, C. Pinhanez. Fostering a Symbiotic Handheld Environment. *IEEE Computer*, vol. 36(9): 56-65, 2003.
Interval Scripts: a Programming Paradigm for Interactive Environments and Agents. C. Pinhanez and A. Bobick. *Pervasive and Ubiquitous Computing*, vol. 7(1). 2003.
It/I: a Theater Play Featuring an Autonomous Computer Character. C. Pinhanez and A. Bobick. *Presence: Teleoperators and Virtual Environments*, vol. 11(5). 2002.
Physically Interactive Story Environments. C. Pinhanez et al. *IBM Systems Journal*, vol. 39 (3&4). 2000.
- Awards** HENAAC Most Promising Scientist with a Graduate Degree. October 2003.
Mark Weiser best paper award at IEEE PerCom’03. March 2003.
Best paper award at the 3rd Int. Conference on Vision Systems (ICVS’03). April 2003
- Languages** English, Spanish, Portuguese.
Japanese: good communication skills, basic reading and writing.