
Sofia Ester Pereira Reis

1. Identification

- **Name:** Sofia Ester Pereira Reis
- **Email:** sofiaester@sofiaester.pt
- **Birth date:** 18 October 1978
- **Site:** <http://sofiaester.pt>
- **Nationality:** Portuguese

2. Programming languages I have experience with

- HTML5, CSS, ActionScript, JavaScript, JSON, XML, PHP, ASP, VBScript, SQL, Android, Java, Java Server Pages, C, C++, OpenGL, Pascal, Visual Basic and VRML.

3. Professional experience

- Creator and administrator of the **Lisbon School of Magic** site (<http://schoolofmagic.net/>).
- September 2002 to present – **Teacher of Informatics** for the Portuguese Ministry of Education and Science.
- September 2009 to August 2014 – **Researcher at CITI – Faculdade de Ciências e Tecnologia da Universidade Nova de Lisboa.**
- January 2012 to April 2012 – **Intern at Telefónica Investigación y Desarrollo - Barcelona.**
 - At Telefónica I developed WaggleBee, an Android application that allows users to search the web via a mobile phone and share search results, pages, images and maps.
- July 2001 to September 2002 – **Computer programmer at Integer.**
 - I developed Java applications for ONI, a telecommunications corporation.
- November 2000 to July 2001 – **Intern at Deloitte.**
 - During the final project of my Computer Science and Business Management degree I worked at Deloitte as an intern.
- March 1998 to March 1999 – **Computer programmer at Adetti.**
 - Adetti is a non-profit research institution aiming at the development of Information and Communication Technologies. At Adetti I elaborated the site for the Portuguese Management Magazine. I also collaborated on the CHICCO Project that consisted in the creation of a stores server for Chicco. This project was developed in association with Pararede.

4. Education and training

- December 2013 – **PhD in Computer Science** at Faculdade de Ciências e Tecnologia da Universidade Nova de Lisboa.
 - My PhD is about merging reality with games resorting to real world elements.
 - My research was funded by a doctoral degree grant from Fundação para a Ciência e a Tecnologia.
 - The jury unanimously approved my thesis defense.
- November 2006 – **Master in Informatics Engineering** at Faculdade de Ciências e Tecnologia da Universidade Nova de Lisboa.
 - This Master focused on Computer Graphics. The classification of the scholar part was 17 (out of 20). After the thesis defense my overall mark was Very Good by unanimity, the highest possible mark.
- June 2004 - **Education for Computer Science** degree at Universidade Portucalense.
 - Final average of 17 (out of 20). My rank was the best in this degree.
- August 2001 - **Applications with Business Components for Java Course** from ORACLE Education Department.
- July 2001- **Java Development Course** from ORACLE Education Department.
- July 2001 - **Computer Science and Business Management** degree at ISCTE-IUL.
 - Final average was 15 (out of 20). My rank was the best in this degree. This is a 5 years degree.
- July 1999 - **Specialization Course for Editorial Technicians** at Faculdade de Letras da Universidade de Lisboa.
 - Final average of 15 (out of 20).
- June 1996 - **Certificate of Proficiency in English from the University of Cambridge.**
- June 1994 - **First Certificate in English from the University of Cambridge.**
- June 1997 - **Drawing Course** from National Society of Fine Arts in Portugal.

5. Papers and books

- **Journal**
 - S. Reis, N. Correia, *Casual Games with a Pervasive Twist*, Entertainment Computing, Elsevier, Volume 5, Issue 2, 2014, pp. 115–125.

- **Full papers**
 - S. Reis, N. Correia, *Co-located interaction in casual games for the dissemination of traditional stories*, in: Proceedings of the 5^o Science and Videogames Conference - 2012, Portuguese Society for Videogames Science, 2012.
 - S. Reis, N. Correia, *Playing with the weather*, in: Proceedings of the 11th International Conference on Entertainment Computing (ICEC'12), Springer-Verlag, 2012, pp. 172-184.
 - S. Reis, N. Correia, *An imaginary friend that connects with the user's emotions*, in: Proceedings of the 8th International Conference on Advances in Computer Entertainment Technology (ACE'11), ACM, 2011.
 - S. Reis, N. Correia, *The perception of sound and its influence in the classroom*, in: Proceedings of the 13th IFIP TC 13 International Conference on Human-Computer Interaction - Volume Part I (INTERACT'11), Springer-Verlag, 2011, pp. 609-626.
 - S. Reis, M. Santos, *Path improvement for the automatic generation of guided tours*, in: Proceedings of the 15^o Portuguese Computer Graphics Encounter, GPCG, 2007, pp. 29-38.
- **Short papers**
 - R. Madeira, P. Macedo, S. Reis, J. Ferreira, *Super-Fon: Mobile Entertainment to Combat Phonological Disorders in Kids*, in: Proceedings of the 11th International Conference on Advances in Computer Entertainment Technology (ACE'14), ACM, 2014.
 - S. Reis, N. Correia, *Engaging the players with the use of real-time weather data*, in: Proceedings of the 4^o Science and Videogames Conference - 2011, Portuguese Society for Videogames Science, 2011, pp. 173-179.
 - S. Reis, S. Cavaco, N. Correia, *Educative sound game*, in: Proceedings of the 3^o Science and Videogames Conference - 2010, Portuguese Society for Videogames Science, 2010, pp. 159-164.
- **Doctoral consortium**
 - S. Reis, *Expanding the magic circle in pervasive casual play*, in: Proceedings of the 11th international conference on Entertainment Computing (ICEC'12), Springer-Verlag, 2012, pp. 486-489.
- **Work in progress**
 - S. Reis, K. Church, *Insights into co-located shared mobile search*, in: CHI'13 Extended Abstracts on Human Factors in Computing Systems (CHI EA'13), ACM, 2013.
- **Poster**
 - S. Reis, T. Romão, N. Correia, *Pervasive play for everyone using the weather*, in: Proceedings of the 7th International Conference on Advances in Computer Entertainment Technology (ACE'10), ACM, 2010, pp. 104-105.
- **Workshops**
 - S. Reis, N. Correia, *Encouraging co-located players social interaction*, in: Designing and Evaluating Sociability in Online Video Games - A CHI 2013 Workshop, 2013.
 - S. Reis, K. Church, N. Oliver, *Rethinking mobile search: towards casual, shared, social mobile search experiences*, in: Searching 4 Fun! 2012, CEUR-WS.org, 2012, pp. 1-4.
- **Other publications**
 - *Adozinda* series of books for children. The first book of the series was published in 1995.
 - *Love letter to Luís de Camões* - This book was published in 1999. The sales profits reverted in favor of the East Timor children.
 - *The writer - A man with a moustache* - This paper was published in the Lisbon Libraries Magazine on December 1998.

6. Awards

- **Best Content for Kids 2013**
 - The Lisbon School of Magic site (<http://schoolofmagic.net/>), was chosen as the winner, in Portugal, of the Best Content for Kids Award organized by Insafe and by the European Schoolnet.
- **Engenheiro António de Almeida Award**
 - Award for being the student with the highest rank in the Education for Computer Science degree.
- **IBM - Leonardo Da Vinci 1995**
 - I received an award for a story I wrote for IBM – Leonardo Da Vince 1995, a contest organized by IBM in Portugal.
- **Fourth National Contest of Juvenile Journalism 1995**
 - I was one of the five winners, in Lisbon, of the Fourth National Contest of Juvenile Journalism. This contest was organized by the National Commission for the Commemoration of the Portuguese Discoveries.