CARLOS RAMOS

carlosjmramos@gmail.com

BIOGRAPHY

Carlos Ramos is currently a PhD candidate in Digital Media in the UT Austin|Portugal program. His research about Interactive Installations with cinematographic content takes an exploratory approach by searching and proposing new forms of narrative, interaction and participation. His interests are interactive art, human-computer interaction and Internet of things. He is influenced by cinema and music.

He is the curator and co-director of PLUNC, a new media and digital art festival that will have the first edition in September 2015, in Almada and Lisbon, with the support of UT Austin|Portugal program.

Carlos Ramos was born in 1978 in Lisbon. He holds a Pre-Bologna Degree in Electrotechnical and Computer Engineering among other education. He worked in Portugal Telecom as a Telecommunications Engineer. He also works in IndieLisboa Film Festival since 2006 as a film programmer. He is member of short-film and music documentaries selection committee.

EDUCATION

Faculdade de Ciências e Tecnologia, Universidade Nova de Lisboa, Lisbon
PhD in Digital Media, UT Austin|Portugal Program, 2013 – Present.
Research Area: Interactive installations using cinematographic content, objects and data.
Summer Schools: *Human-Computer Interaction and Interactive Media* at Digital Media Summer Institute, June 2013; *Multimodal Interfaces* at eNTERFACE'13, July and August 2013.

Universidade Lusófona de Humanidades e Tecnologia, Lisbon
Post-Graduation in Cultural Programming and Management, 2009 - 2010.

Restart – Instituto Criatividade, Artes e Novas Tecnologias, Lisbon
Professional Course in Event Production and Marketing, 2004 – 2005

Instituto Superior Técnico, Lisbon
Pre-Bologna Degree in Electrotechnical and Computer Engineering, 1996 - 2002
Specialization: Telecommunications

PROFESSIONAL EXPERIENCE

IndieLisboa Film Festival, Lisbon
Film Programmer, 2006 - Present.
Member of the selection committee for short films and music documentaries. Q&As with directors and audience. Executive Producer in 2014 edition. Curator of IndiebyNight parallel section. Represent the festival in several international film festivals. Jury in Festival du Nouveau Cinéma, Montreal, Canada, 2014.

Portugal Telecom, Lisbon
Telecommunications Engineer, 2001 - 2012.
Operational manager. Coordination of technical field teams. Research in data communications technology.

PUBLICATIONS

Delden, R., Moreno, A., Ramos, C., Carrasco, G., Reidsma, D. & Poppe, R. (2014). Hang in There: A Novel Body-Centric Interactive Playground. In: *Innovative and Creative Developments in Multimodal Interaction Systems. IFIP Advances in Information and Communication Technology,* 425 (pp. 160-178). Springer Verlag, London, UK. ISBN 9783642551420

CONFERENCES

Interactive Installations with cinematographic content, objects and data. Presentation at Sounds, Images and Data Conference (SID 2015), NYU – Steinhardt School, New York, NY, July 2015.

CURATORIAL WORK AND EVENT ORGANIZATION

PLUNC – New Media and Digital Art Festival, Director and Curator, Lisbon and Almada, 2015

ARTISTIC SKILLS:

Super 8 Film. Workshop, 2010
Dramatic Expression, Course, 2003-2004
Creative Writing. Course, 2003–2004
B&W Photography. Intermediate and Advanced workshops, 2002-2003

COMPUTER SKILLS:

C++, OpenFrameworks, Processing, Arduino, p5.js, Adobe Premiere Pro, Audacity, Adobe Photoshop, Korsakow

LANGUAGES:

Portuguese (native), English (proficient), French (regular), Spanish (regular)