Demetrius Lacet

Date of birth: 05/10/1978 | **Nationality:** Brazilian | **Gender** Male | (+351) 917599732 |

demetriuslacet@hotmail.com | www.dlacet.com | Skype: demetriuslacet |

Rua Sá de Miranda,15, cv dir, 3000019, Coimbra, Portugal

WORK EXPERIENCE

01/05/2021 – CURRENT – Coimbra, Portugal
RESEARCHER – INESCTEC

Project: Life Skills for Employment in COVID-19 Era through VR Innovation

This project which includes input from 6 partners in 5 countries, looks to address in a, qualitative way the objectives and priorities of KA226 of the Erasmus+ programme. The use of partners from Greece, Italy (x2), Malta, Portugal and the UK supports the project through the current pandemic situation, and beyond, by considering the impact on young people (referred to as generation C) and the lack of career opportunities as a result of the down turn in economies across Europe.

01/01/2021 – 04/2021 – Coimbra, Portugal
RESEARCHER/DESIGNER – INESCTEC

VRTraining Vestas (Post-Production designer)
Interactive video production
Graphic design - Logo/documentation
Web design

About the project
The proposed training program is an immersive VR authoring tool for trainers to create engaging training courses. The actions that the trainee can perform in the virtual environment are performed for example on industrial machines, and descriptive information is added.
The tool was designed as a generic approach to training procedures on engineering components and was applied to the training of wind turbine maintenance procedures at VESTAS, a Danish company, and a world leader in the production sector of wind turbines.

20/10/2018 – CURRENT – Coimbra, Portugal
PROJECT FELLOW – INESCTEC / UAB - OPEN UNIVERSITY OF PORTUGAL

CHIC - Cooperative Holistic View on Internet and Content - Consortium of 24 entities headed by MOG Technologies, S.A. The consortium incorporates different entities, from SME to medium/large companies passing throw institutions from the Portuguese Scientific and Technological System. http://digimedia.web.ua.pt/archives/1705

Project:
Application that combines video features, with the narrative taking place in a timeline, a 3D educational game, with the possibility of manipulating the camera's viewing angle, and interactivity with options along the path for choosing, thus defining the user experience paths.

  ◦ Game Design
  ◦ WEB Design
  ◦ Virtual Heritage
  ◦ E-learn
  ◦ Serious Games
More about: Magic Board Theatrer

Coimbra, Portugal

01/08/2013 – 31/07/2018
ASSISTANT PROFESSOR/RESEARCHER – UNIVERSITY CENTER OF JOÃO PESSOA – UNIPÊ

Courses/classes taught:
- BA in Architecture (Artistic, Geometry and Perspective Drawing).
- Ba in Informatic (3D Modeling, Virtual Reality, Graphic Design).
- Ba in Fashion Design (Artistic Drawing and 3D Modeling).

Research:
- Virtual Heritage/AR/VR/3D printing.

https://bit.ly/2Ri3QTQ | João Pessoa, Brazil

01/04/2012 – 04/12/2014
ASSISTANT PROFESSOR – FEDERAL INSTITUTE OF EDUCATION SCIENCE AND TECHNOLOGY OF PARAÍBA - IFPB

Courses/classes taught:
BA in Graphic Design (Artistic and Perspective Drawing, 3D, Graphic Design)

João Pessoa, Brazil

● EDUCATION AND TRAINING

01/01/2021 – CURRENT – Department of Engineering Edifício de Engenharias - Polo I Quinta de Prados, Vila Real, Portugal
PHD - WEB SCIENCE AND TECHNOLOGY – UTAD - Universidade de Trás-os-Montes e Alto Douro in association with UAberta

https://www.utad.pt/estudar/en/cursos/web-science-and-technology/

01/02/2011 – 01/12/2013 – João Pessoa, Brazil
MASTER'S DEGREE IN INFORMATIC – Federal University of Paraiba - UFPB

Thesis: Virtual tour on digital TV: interactive presentation of remote places using Google Street View's 360º immersion methodology

EQF level 7 | www.ufpb.br

01/03/2001 – 14/02/2007 – Rio de Janeiro, Brazil
LICENSE IN ART EDUCATION – Federal University of Rio de Janeiro - UFRJ

EQF level 6 | www.ufrj.br

01/06/1994 – 01/12/1997 – João Pessoa, Brazil
DIPLOMA IN MECHANICAL ENGINEERING – Federal Institute of Education Science and Technology of Paraíba - IFPB

EQF level 5

● LANGUAGE SKILLS

Mother tongue(s): PORTUGUESE

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	B2	C1	B2
SPANISH	B2	B2	A2	A2	A2
ITALIAN	A2	A2	A1	A1	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

unity | VRAR | UXUI | HTMLCSS | Adobe Suite | Json | PHP | Drawing | cinematography | photography | photogrammetry | 3D modelling | 3DS Max | Adobe Photoshop

PUBLICATIONS

Publications

- ARTECH 2019 - 9h International Conference on Digital and Interactive Arts : Preserving story choreographies across multiple platforms. An approach to platform-independent reuse of characters' behaviours for games, simulations, animations and interactive videos. https://dl.acm.org/doi/10.1145/3359852.3359916

- VARE: AR/VR in Cultural Heritage. 2018. Virtual reality and augmented reality low cost: an experience of heritage education in primary school. VARE: The 4th International Conference on Virtual and Augmented Reality in Education

- SILVA, D. L. R.; LACET, J. A. L. ; AZEVEDO, J. E. A. 2017. Heritage education for children through interactive visualization with virtual reality and augmented reality: an analysis of the efficiency of both technologies applied in elementary education in João Pessoa city Brazil. 7th European Immersive Education Summit (EiED 2017) IMMERSIVE-ITALY-EiED-2017

- CHAMPION, E. M., DEKKER, A., QIANG, L., SILVA, D.L.R. 2016. 3D in-world Telepresence with Camera-Tracked Gestural Interaction. In: EUROGRAPHICS Workshop on Graphics and Cultural Heritage, Genoa, Italy. ACM Digital Library

DRIVING LICENCE

Driving Licence: B

ORGANISATIONAL SKILLS

Organisational skills

Friend and partner. This is me and I will be with the team in storms and celebrations!

JOB-RELATED SKILLS

Cover letter - Portfolio

In general, in my curriculum you will find basic information required for this type of document, such as academic activities and professional experience (more than twenty years working with digital, 3D or interactive content, and part of this time, also dedicated to research and university teaching).

I just ask your attention to the most important information that is outside of this CV...

I was a child who still watched TV in black and white and followed the rise of the digital world. I was lucky to witness the rise of the internet and share with my generation the ecstasy of the virtual world that was about to start. I have always been fascinated by advances, especially my curious nature, and I commonly wanted to know what was behind it all. But at the same time, I also had a passion for another area, **art**.
I have always been an artist, from drawing to producing three-dimensional physical models. I always saw myself divided between the ancient and the contemporary, until I realized that I could combine these two passions, and from that moment, and over the years, I was always involved in projects that I could contribute taking into account these skills. This passion between the old and the new ended up taking me to another area that also catches my attention, which is **historical monuments/ heritage**. Whenever I have to deal with architecture or old objects I feel too happy. Over the years and the experiments, I could see that although the teaching career has given me many laurels, my contributions were better in the **production of content**, mainly in artifacts that implied the interaction by other people, such as video games, virtual reality applications or multimedia.

I am available for new challenges!
Feel free to contact me with any questions.

Thank you for your time and consideration.
http://dlacet.com/portfolio_cv.pdf https://youtu.be/qURTox74NoI