

Bruno Henrique de Paula

Italo-Brazilian @ London, UK.

bruno.paula.15@ucl.ac.uk, brunohpaula@gmail.com

Education

PHD IN EDUCATION | SEPTEMBER 2015 (CURRENT) | UCL INSTITUTE OF EDUCATION

- Thesis Title (provisional): Expressing myself: identities in digital game-making
- Supervisors: Andrew Burn & Alison Gazzard

MASTER IN VISUAL ARTS | AUGUST 2012 – JANUARY 2015 | UNIVERSITY OF CAMPINAS, BRAZIL

- Dissertation: Digital games as pedagogical artefacts
- Supervisor: José Armando Valente

VISITING RESEARCH ASSOCIATE | JANUARY 2014 – JULY 2014 | LONDON KNOWLEDGE LAB – INSTITUTE OF EDUCATION

- Project: Game-making as pedagogical tool
- Supervisor: Andrew Burn

BA IN MEDIA STUDIES (MEDIALOGY) | JANUARY 2007 – DECEMBER 2010 | UNIVERSITY OF CAMPINAS, BRAZIL

- Undergraduate research project: Artificial Intelligence applications in digital games
- Supervisor: José Armando Valente

BTEC DIPLOMA IN INFORMATICS (INTEGRATED WITH IB DIPLOMA) | JANUARY 2003 – DECEMBER 2005 | TECHNICAL COLLEGE OF CAMPINAS, UNIVERSITY OF CAMPINAS, BRAZIL

- Emphasis on Information Systems (IT)

Academic Work Experience

SENIOR LECTURER | UCL INSTITUTE OF EDUCATION / UCL KNOWLEDGE LAB | JANUARY 2018 (CURRENT)

- Supervisor on the Digital Media, Culture and Education MA programme

STUDENT TRAINING ASSISTANT | UCL DIGITAL SKILLS | SEPTEMBER 2017 – JANUARY 2018

- Organise and support specific software training workshops

MA SUPERVISOR | UCL INSTITUTE OF EDUCATION / UCL KNOWLEDGE LAB | FEBRUARY 2017 – SEPTEMBER 2017

- Supervised 3 dissertations on the Digital Media, Culture and Education MA programme

VISITING RESEARCH ASSOCIATE | LONDON KNOWLEDGE LAB, INSTITUTE OF EDUCATION | JANUARY 2014 - JULY 2014

- Research Project: Game-making as a pedagogical tool
- Supervisor: Andrew Burn
- Carried out research about game-making in educational contexts through participating in Research & Development team for the educational software **MissionMaker**, programming new functions for it using Unity3D.
- Followed up and supervised classes related to Technology and Media Education at two public schools.

ASSISTANT LECTURER | FATEC AMERICANA, BRAZIL | AUGUST 2013 - DECEMBER 2013

- Taught **Digital Games for Web** subject, offered to the 3rd year of the BSc in Digital Game Development.

TEACHING ASSISTANT | UNIVERSITY OF CAMPINAS, BRAZIL | AUGUST 2013 - DECEMBER 2013

- TA for **Education and Technology**, offered to the 3rd year of the BA in Media Studies.

TEACHING ASSISTANT | UNIVERSITY OF CAMPINAS, BRAZIL | MARCH 2013 - JULY 2013

- TA for **Web/Internet**, offered to the 2nd year of the BA in Media Studies.

Selected Publications & Events

PUBLICATIONS IN JOURNALS

- De Paula, B. H.; Burn, A.; Noss, R; Valente, J.A. (in press). Playing Beowulf: Bridging Computational Thinking, Arts and Literature through game-making. *International Journal of Child-Computer Interaction*. Available at <https://doi.org/10.1016/j.ijcci.2017.11.003>
- De Paula, B. H. (2016). Discussing identities through game-making: A case study. *Press Start*, 3 (1), p. 66-85.
- De Paula, B. H.; Valente, J. A.; Burn, A. (2014). Game-Making as a means to deliver the new computing curriculum in England. *Currículo sem Fronteiras*, 14, p. 46-69.

SELECTED EVENTS

- De Paula, B. H.; Burn, A.; Toft-Nielsen, C. (2017). ReThinking Vikings. *CounterPlay 17*. Aarhus, Denmark (workshop).
- Burn, A.; De Paula, B. H. (2017). Using game-authoring tools. *Digital Technologies for Arts Education*. Bergen, Norway (workshop).
- Bryer, T.; Burn, A.; Coler, J.; De Paula, B. H.; Drew, A.; Symmons, V. (2017). Playing Beowulf. *UCL Festival of Culture*, London, UK (workshop).
- Burn, A.; De Paula, B. H.; Gazzard, A. (2016). Playing Beowulf: Gaming the Library. *First Joint International Conference DiGRA (Digital Games Research Association) and FDG (Foundations of Digital Gaming)*. Dundee, UK. (panel)
- De Paula, B. H. (2016). Playing Beowulf: Discussing “gamer identity” through game-making. *Future and Reality of Gaming*, Vienna, Austria. (oral presentation)
- De Paula, B. H. (2016). Playing Beowulf: Discourses, Identities and representation in the translation of an Anglo-Saxon text into a game. *III Encontro Sobre Jogos & Mobile Learning*, Coimbra, Portugal. (oral presentation).
- Burn, A.; Barber, A.; De Paula, B. H. (2015). Playing Beowulf in Regent High. *Playing Beowulf*. London, UK (panel).

Professional Experience

GAME DEVELOPER | UNITED KINGDOM | JANUARY 2016 – DECEMBER 2017

- Production of new modules (3rd Person View and Character Generator) for MissionMaker using Unity 3D as part of PhD project.

FREELANCE WEB DEVELOPER | BRAZIL | NOVEMBER 2012 – JANUARY 2014

- Involved in different projects as freelance web developer, mainly in Front-End and PHP tasks.

GAME DEVELOPER | ALPACA TEAM, BRAZIL | SEPTEMBER 2012 – JANUARY 2014

- Co-founder of Indie Game Development Studio, which published 4 games.

QUALITY ASSURANCE TEAM LEAD | TECTOY STUDIOS, BRAZIL | JANUARY 2011 - OCTOBER 2012

- Coordinated QA team
- Managed test routines for games produced targeting mobile (J2ME, Android, iOS) and social media platforms
- Translated and localized games from English into Brazilian Portuguese and Latin American Spanish
- Produced Game Design Documents

QUALITY ASSURANCE ANALYST | TECTOY STUDIOS, BRAZIL | SEPTEMBER 2009 - DECEMBER 2010

- Managed test routines for games produced targeting consoles (Zeebo) and mobile platforms (J2ME, iOS)
- Translated and localized games from English into Brazilian Portuguese and Latin American Spanish

WEB DEVELOPER | NACAOINT, BRAZIL | DECEMBER 2005 – AUGUST 2006

- Full-stack developer (C#, Javascript, HTML and CSS).

Languages

	Listening	Reading	Speaking	Writing
Portuguese	Native	Native	Native	Native
English	Fluent	Fluent	Fluent	Fluent
Spanish	Fluent	Fluent	Advanced	Advanced
Italian	Advanced	Fluent	Advanced	Intermediate