

ANDRÉ LUIZ FRANÇA BATISTA, PHD.

Computer Science Professor
www.andrebatista.me
andre Luiz@iftm.edu.br • andre.iftm@gmail.com
Skype: andre.iftm
Cell / WhatsApp: +55-34-99658-6068

PROFESSIONAL PROFILE

A PhD holder and professor in Computer Science with over 9 years' experience, outstanding communication, classroom management and presentation skills. Bilingual fluency in both English and Portuguese. Accomplished career demonstrating consistent success as a Computer Science Educator at the secondary and higher education levels. Outstanding track record in ensuring student success. Effective teacher with good planning, organizing and negotiating strengths, as well as the ability to lead, reach consensus, set goals and achieve results.

Experience in designing and building programs from the beginning, through proven skills in writing and grant management, projects and program management. Demonstrates additional knowledge of research and content development. History of development and implementation and supervision of research projects for secondary and higher education level students in research areas such as games for learning, artificial intelligence, robotics, smart homes and emerging technologies.

EDUCATION

PhD. Science and Technology Education

Federal University of Santa Catarina (2017). Florianópolis, SC, Brazil.
Dissertation: Guide to teaching programming based on game development.

MSc. Systems and Automation Engineering

Federal University of Lavras (2009). Lavras, MG, Brazil.
Thesis: River flow analysis and forecasting using time series and artificial neural networks models.

BCS. Computer Science

Federal University of Lavras (2007). Lavras, MG, Brazil.

ACADEMIC HONORS, AWARDS AND GRANTS

- Recipient, IFTM Research and Innovation Productivity Support Grant Program 11-2018, December 2018.
- Distinguished Scientific Project Honor, Newest Products and Services Fair, November 2018.
- Recipient, IFTM Research and Innovation Incentive Grant Program 04-2013, August 2013.
- Recipient, IFTM Research and Innovation Productivity Support Grant Program 03-2013, June 2013.
- 1st Place Award in the Engineering Category, Expo Milset Brazil, May 2013.
- Innovation Award in Accessibility and Inclusion of Persons with Disabilities, FEBRACE, March 2013.
- Innovation Award in Accessibility and Inclusion of Persons with Disabilities, FEBRACE, March 2012.

KEY COMPETENCIES AND SKILLS

- | | | |
|--------------------------------------|-------------------------|------------------------|
| ▶ Science and Technology Education | ▶ Distance learning | ▶ Student Development |
| ▶ Systems and Automation Engineering | ▶ E-learning | ▶ Lecturing / Tutoring |
| ▶ Research | ▶ IT skills | ▶ Higher Education |
| ▶ Collaboration | ▶ Technology enthusiast | ▶ Planning |

ACADEMIC/TEACHING EXPERIENCE

2013 – Present Computer Science Full Professor

Federal Institute of Triângulo Mineiro, Ituiutaba Campus

Teaching Programming, Web Programming I and II, Games Programming, Data Structures and others Computer Science topics to classes averaging 25 students. Supervise undergraduate students of Computer Science.

- 2018 – Present** **Vice-Coordinator of Systems Analysis and Development Undergraduate Program**
Federal Institute of Triangulo Mineiro, Ituiutaba Campus
 Assistant to the Coordinator for Systems Analysis and Development Undergraduate Program. Primary responsibilities included student discipline, instructional supervision, and staff evaluation.
- 2015 – 2016** **Academic Visiting Researcher**
University of the West of Scotland, Paisley Campus
 Recipient of a scholarship grant to conduct part of doctoral research as an academic visiting researcher at University of the West of Scotland. Research field: Games-based learning applied to learning programming in introductory classes.
- 2012 – 2014** **Head of Research, Graduate and Innovation Division**
Federal Institute of Triangulo Mineiro, Ituiutaba Campus
 Leading and overseeing the prospect and research function, supervise the research staff and work closely with development and innovation officers as a partner in helping them achieve their fundraising goals.
- 2012 – 2014** **Coordinator of Computer Science Undergraduate Program**
Federal Institute of Triangulo Mineiro, Ituiutaba Campus
 Coordinator for Computer Science Undergraduate Program. Primary responsibilities included student discipline, attendance, instructional supervision, and staff evaluation.
- 2010 – 2012** **Computer Science Assistant Professor**
Federal Institute of Triangulo Mineiro, Ituiutaba Campus
 Teaching Programming Fundamentals, Web Programming, Games Programming, Data Structures and others Computer Science topics to classes averaging 25 students.

COURSES TAUGHT

Undergraduate

- Databases I
- Programming I and II
- Web Programming I and II
- Mobile Games Programming I
- Data Structures
- Computer Graphics

Graduate

- Games-based learning
- Advanced web programming I and II

High School

- Programming Fundamentals
- Linux Operating Systems
- Information Systems

RESEARCH INTERESTS

- ▶ Games-Based Learning and Gamification
- ▶ Artificial Intelligence in Education
- ▶ Emerging Educational Technologies
- ▶ Computer Science Education
- ▶ Educational Robotics
- ▶ Internet of Things and Smart Homes

Current and future research interests

Emerging technologies, such as, games, gamification, games-based learning, robotics, Internet of things, smart homes, and Computer Science Education. Future research interests include, but are not limited to, the following: virtual reality and augmented reality applied to education and to health.

List of research projects

This is a short list. You can find a more detailed list of my research projects at www.andrebatista.me

- 2018 – Present** **The research game**
An online game for learning about conducting research projects.
- 2018 – Present** **SQL planet adventures**
Comic-based online game for learning SQL.
- 2017 – Present** **Physics RPG game**
An RPG game to stimulate learning of Physics.

- 2014 – 2017** **Framework for Games-Based Construction Learning**
A framework for games-based construction learning with a text-based programming language approach.
- 2013 – 2014** **Digital tensiometer for irrigation automation**
Development of a digital tensiometer for irrigation automation.
- 2012 – 2014** **Kinect + Arduino**
Using a motion sensor to remotely control robotic structures.
- 2012 – 2013** **Artificial Neural Networks applications**
Applications of artificial neural networks to solve various problems.
- 2011 – 2013** **Cell-Casa (Smart home)**
A system for remotely controlling residences over the Internet.

SELECTED PUBLICATIONS

This is a short list. You can find a more detailed full list of my publications at www.andrebatista.me

- [paper] **Batista, A. L. F.**, Moura, L. F., Siqueira Júnior, A. L. D., Martins, R. G. (2016). *Studies on the use of Kinect in robotic applications*. Innovative Science & Technology Journal, v. 2, p. 28-33. ISSN 2447-598X.
- [paper] **Batista, A. L. F.**, Simões, B. S., Ceolin, T. (2016). *Knowledge building in our time: the issues of using Google as the primary source of research*. Ensino de Ciências e Tecnologia em Revista, v. 6, p. 70-82. ISSN 2237-4450.
- [conference paper] **Batista, A. L. F.**, Connolly, T. M., Angotti, J. A. P. (2016). *A Framework for Games-Based Construction Learning: A Text-Based Programming Languages Approach*. Proceedings of the 10th European Conference on Games Based Learning, v. 1. p. 815-823.
- [paper] **Batista, A. L. F.**, Bazzo, W. A. (2015). *Contemporary issues and mobile applications development: where is the connection?* Revista Brasileira de Ensino de Ciência e Tecnologia, v. 8, p. 27-38. ISSN: 1982-873X.
- [paper] Júnior, L. M. C., Rezende, J. L. P., **Batista, A. L. F.**, Mendonça, A. R., Lacerda, W. S. (2013). *Use of artificial neural networks for prognosis of charcoal prices in Minas Gerais*. CERNE (UFLA), v. 19, p. 281-288. ISSN 0104-7760.
- [book chapter] Martins, R. G., **Batista, A. L. F.**, Siqueira Junior, A. L. D., Ferreira, F. C., Silva, I. A. M., Belchior, L. F. G., Pereira, M. A. M., Goulart, R. F. (2014). *Computer Workshops: The IFTM in interaction with local schools*. Relatos de Experiências dos Projetos de Extensão do IFTM 2013. Uberaba/MG, v. 1, p. 7-14.
- [conference paper] Silva, A. C., Sousa, L. C. O., Ribeiro, M. W. S., Lamounier, E., **Batista, A. L. F.** (2011). *Use of virtual reality in the construction of logical-mathematical thinking of the four basic operations*. Proceedings of Computer on the Beach 2011. v. 1. p. 31-40.
- [conference paper] **Batista, A. L. F.** (2011). *Analysis and prediction of Rio Grande flows using Box & Jenkins models and Artificial Neural Networks*. Proceedings of Computer on the Beach 2011. v. 1. p. 277-284.

PERSONAL DEVELOPMENT

Certifications

- Google Certified Educator Level I. (2018).

Conferences

- 20th Symposium on Virtual and Augmented Reality. (2018).
- 16th Brazilian Symposium on Computer Games and Digital Entertainment. (2017).
- 37th Congress of the Brazilian Computer Society. (2017).

Workshops

- Multiplatform games with Corona SDK. (2017).
- Localization of Games: Theoretical and Practical Aspects. (2015).
- Multimodality, video games and literature books. (2015).
- Games at School: critical analysis, examples and tips. (2015).