

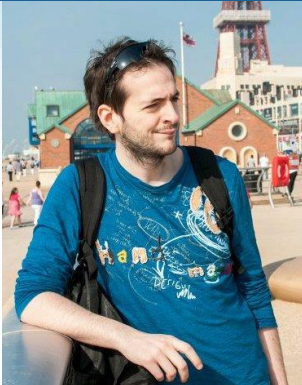


ADALBERTO L. SIMEONE



+44 7852 101410
adals@acm.org
www.adalsimeone.me

PROFESSIONAL EXPERIENCE AND EDUCATION



My research lies in the areas of **3D Interaction** and **Virtual Reality**. I am motivated by a deep interest in making the technologies supporting the fruition of 3D contents more accessible by everyone.

Ultimately, my driving passion is to contribute as best as I can towards making visionary science-fiction ideas become science-fact.

- 2016** Promoted to **Senior Lecturer**
- 2014** **Lecturer** at the University of **Portsmouth**, UK
- 2012** Marie Curie Intra-European **Research Fellow**
- 2011** PhD Graduation
Research Associate at **Lancaster** University, UK
- 2008** PhD Student in Human-Computer Interaction at the Università degli Studi di **Bari**, Italy
- 2006** Research Intern at the HCIL, University of **Maryland**, USA
Laurea Specialistica in Interazione-Uomo Macchina
MSc in Human-Computer Interaction (grade: 108/110)
- 2004** Laurea Triennale in Informatica
BSc in Computer Science (grade: 108/110)
- 2000** Enrolled at the Università degli Studi di **Bari**, Italy

AWARDED FUNDING

University of Portsmouth, Sabbatical Fund Principal Investigator: <i>Immersive Virtual Reality for the classroom</i>	2016	£10,000
University of Portsmouth, Research Development Fund Principal Investigator: <i>End-User Substitutional Reality Systems</i>	2015	£22,000
University of Portsmouth, Research Accelerator Fund Principal Investigator: <i>Locomotion in Substitutional Reality</i>	2014	£5,000
Marie Curie Intra-European Fellowship 3STARS Principal Investigator: <i>3D Stereoscopic User Interfaces</i>	2012-2014	24 MONTHS

PUBLICATIONS



14
Conference Proceedings



4
Articles and Book Chapters



8
Workshop and Demos

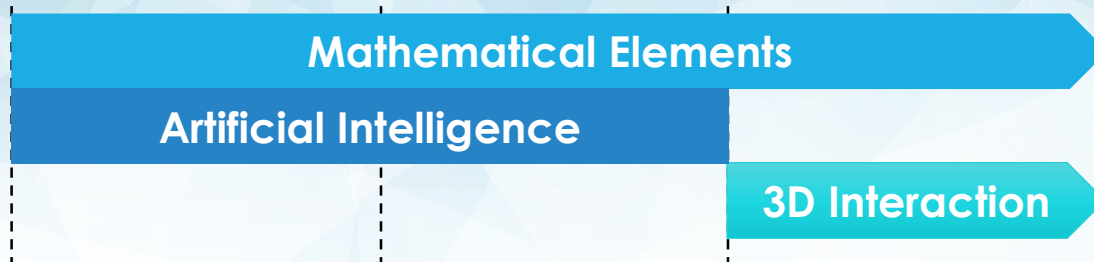
TEACHING AT THE UNIVERSITY OF PORTSMOUTH, UK

Fellow of the Higher Education Academy (2015)

2014

2015

2016



RESEARCH SUPERVISIONS

IFIGENEIA MAVRIDOU, RESEARCH ASSOCIATE

Understanding User Movement Behaviour in Virtual Environments

07-08/2015

DR JOSE GARCIA ESTRADA, POST-DOCTORAL RESEARCH ASSOCIATE

Exploring the development of Immersive End-User VR Design Systems

02-09/2016

JONATHAN ANDREWS, MSc DISSERTATION

Exploring Autonomous Agent Navigation Behaviours

2015-2016

STOYCHO VELEV, PHD SECOND SUPERVISOR

Improving walking performance during navigation and support rehabilitation

2016-

ACADEMIC SERVICE

CONFERENCE ORGANISATION

SUI 2017 (**GENERAL CHAIR**)

PROGRAM COMMITTEE MEMBER

NORDICHI 2016, AVI 201, SUI 2016

WORKSHOP ORGANISATION

WEVR 2015, 2016

REVIEWING

CHI, UIST, VR, 3DUI, ISS, TEI, AVI, NORDICHI, SUI, IJHCS

PRESENTATIONS

CHI 2015, 3DUI 2014, 2015, 2016,

AVI 2016, 2010, MUM 2013, HSI 2009, PRESENCE 2008

DEMOS

PERVASIVE 2011, AVI 2008

INVITED TALKS

EVERYDAY VIRTUAL REALITY: BRINGING VIRTUAL REALITY HOME

PhD Research Seminar, **Università degli Studi di Bari, Italy**

26/07/2016

SUBSTITUTIONAL REALITY

Virtual reality and Computer Graphics Group, **University College of London, UK**

02/06/2015

RESEARCH PERSPECTIVES IN 3D INTERACTION

First Year Careers, **University of Portsmouth, UK**

13/02/2015

AWARDS

IEEE VL/HCC 2012 BEST STUDENT PAPER AWARD

Informing the Design of Situated Glyphs for a Care Facility

PERVASIVE 2011 BEST DEMO AWARD

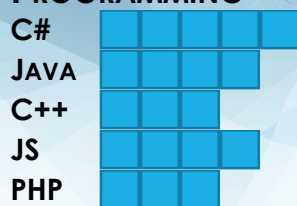
A Miniaturized Display Network for Situated Glyphs

IEEE VAST 2008 CHALLENGE AWARD

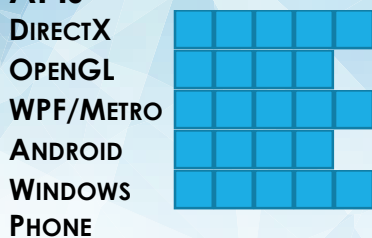
User Testing to Obtain Consensus Answers, Discovering the Terrorist

TECHNICAL SKILLS

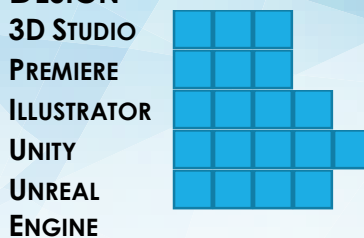
PROGRAMMING



APIs



DESIGN

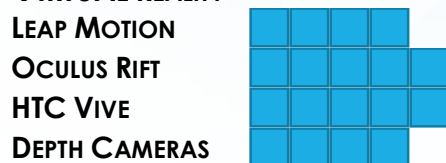


MATHS AND STATS



HARDWARE KNOWLEDGE

VIRTUAL REALITY



PROTOTYPING

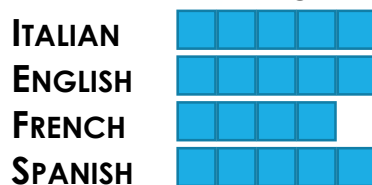


OTHER

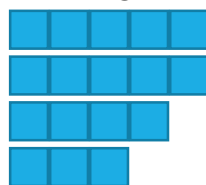


LANGUAGES

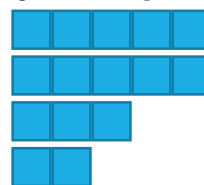
READING



WRITING



SPEAKING



OTHER FUNDING

EPSRC FIRST GRANT (£125,000), PRINCIPAL INVESTIGATOR (2017)
Substitutional Reality

IN PREPARATION

BRITISH ACADEMY SMALL GRANTS (£10,000), PRINCIPAL INVESTIGATOR (2016)
Interacting with historical artefacts through Virtual Reality

UNSUCCESSFUL

LEVERHULME TRUST RESEARCH FELLOWSHIP (£50,000), PRINCIPAL INVESTIGATOR (2015)
Indirect Multitouch Interaction for Stereoscopic Displays

UNSUCCESSFUL

REFERENCES

Available on request.