

# Alexandre Carrança

## Software Developer & Technological Project Manager

Braga, Portugal

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Portfolio: [@website](#)

LinkedIn: [@creator](#)

ORCID: [@science](#)

Currently a Software Developer, Researcher, and Technological Project Manager at CVIG\_CG – CCG/ZGDV Institute, and PhD Candidate in Technology and Information Systems at the School of Engineering, University of Minho (Centro ALGORITMI – Computer Communications and Pervasive Media).

Former Director of the Department of Projects, IT, and Communication at the Portuguese Center for Geo-History and Pre-History · Co-Founder of Immersive | Pyx.

Master's Degree in Digital Content Production | ESTT.IPT · Specialized in Augmented Reality, with applied projects Solar System GO (Astronomy) and Dinosaurs GO (Paleontology), and the thesis "Augmented Reality Technologies Applied to the Teaching and Dissemination of Astronomy and Paleontology"

Bachelor's Degree in Documentary Cinema | ESTA.IPT · Academic training in Philosophy at the University of Évora.

Persona – Cultural Cooperative, CRL · Founder and President of the Board · Envolve-Património – Digital & Multimedia Archive · Technical Coordinator (2013–2014) · Vastaplateia – Cultural Association for Experimental Art · President of the General Assembly (Dec 2011 – May 2013).

Municipal Firefighters of Abrantes · 3rd Class Firefighter (Oct 2009 – May 2014) | Index – Film and Experimentation Festival · Organizer of the 1st edition | Occasional drummer.

## Education

### University of Minho · Engineering School

Centro ALGORITMI – Computer Communications and Pervasive Media (CCPM)

Doctoral Program in Information Systems and Technology - Level 8 \*

Thesis: Framework for Implementing Augmented Workplaces

2022 →

### Polytechnic Institute of Tomar (IPT) · Technologic School

Master in Digital Content Production - Level 7 \*

Dissertation: Augmented Reality Technologies Applied to the Teaching and Dissemination of Astronomy and Paleontology

2015-2017

Bachelor - Documentary Cinema - Level 6 \*

2009-2013

\* National qualifications frameworks (NQFs) - Portugal

## Work Experiences

CCG/ZGDV Institute

2021 →

Website: [@ccg](#)

### Developer - Researcher

Research and development in immersive extended reality, with a focus on the creation of holographic solutions (augmented and mixed reality), content production and user experience.

CPGP

2017-2021

Website: [@cpgp](#)

### Director

Management of the Department for Projects, Informatics and Communication at the Portuguese Centre for Geo-History and Prehistory (CPGP)

## Skills

- Development
- Programming
- Software Architecture
- Video and Graphic Production
- Scientific Research
- Usability Testing
- Project Management

## Tools

- Unity
- IDE (VsCode/Visual Studio)
- Autodesk Media & Entertainment Collection
- Adobe Creative Suite
- Office 365
- Figma

## Technologies

- Primary: C#
- Secondary: Python, Java
- Web: HTML, CSS, JavaScript
- Tooling: Git

## Achievement

- Winner "Arrisca C" - University of Coimbra (2019)
- Tourism Explorers (2018)
- Lisbon & Estoril Film Festival (2009)

## Soft Skills

- Attentive Listener
- Cross-disciplinary thinker (polymath mindset)
- Native in Portuguese and fluent in English
- Methodical
- Resilient
- Pragmatic
- Musician