

Fabio Petrillo

ASSOCIATE PROFESSOR ENGINEERING · SOFTWARE ENGINEER · CANADIAN CITIZEN

✉ fabio@petrillo.com 🏠 fabiopetrillo.org 📱 fabiopetrillo 📺 fabio-petrillo

Summary

I am an associate professor at the École de Technologie Supérieure (ÉTS). I obtained my Ph.D. in Computer Science (2016) at the Federal University of Rio Grande do Sul (Brazil) under the supervision of Dr. Marcelo Pimenta and Dra. Carla Freitas. I was a postdoctoral fellow at Concordia University (Canada) under the supervision of Dr. Yann-Gaël Guéhéneuc and Dr. Wahab Hamou-Lhadj.

I have worked on Empirical Software Engineering, Software Quality and Architecture, Mining Software Repositories, Debugging, Service-Oriented Architecture, Logging Analysis, Agile methods, OSS and **Software Engineering for Computer Games (NSERC Discovery Grant 2019-2025)**. Further, I was the creator of Swarm Debugging, a new collaborative approach to support debugging activities. I publish my recent research in top SE journals (TSE, EMSE, JSS, IST, IEEE Software) and conferences as IEEE Mobilesoft, QRS, ICPC, VISSOFT, ICMSE, MSR, EDOC, as ICISOFT. I have served as organizer, reviewer and PC member of TSE, TOSEM, EMSE, IST, JSS, IEEE Software, JSME, ICSE, ASE, CHI, SIGCSE, SANER, VISSOFT, ICPC, QRS, GAS. In 2020, I was elected as a Steering Committee member at IEEE VISSOFT (2020-2025).

I have taught Software Engineering (8INF51), Software Architecture and Software Quality, Agile software development, SE for computer games and Databases since 2016 at UQAC, Polytechnique Montreal (Canada) and UFRGS (Brazil) as an instructor and teacher assistant, as well as preparing and updating courses. I have applied **active learning and constructivism approaches** in my courses, and my implication for improving pedagogical practices brings me to be a member of the Pedagogy Committee at UQAC.

I have worked as a **software engineer, manager, and agile coach for more than 20 years**, working on critical mission projects and guiding several teams. I serve as a member of **Standards Council of Canada/ISO/IEC JTC 1/SC 7 - Software and systems engineering**.

Education

Ph.D. in Computer Science

FEDERAL UNIVERSITY OF RIO GRANDE DO SUL (PPGC/UFRGS)

Dissertation: *Swarm Debugging: the Collective Debugging Intelligence of the Crowd*

Porto Alegre, Brazil

December, 2016

M.Sc. in Computer Science

FEDERAL UNIVERSITY OF RIO GRANDE DO SUL (PPGC/UFRGS)

Thesis: *Agile Practices on Electronic Game Development Process*

Porto Alegre, Brazil

January, 2009

Graduate Diploma in Free Software Development

UNIVERSITY OF VALE DO RIO DOS SINOS (UNISINOS)

São Leopoldo, Brazil

August, 2004

Graduate Diploma in Networking and Distributed Systems

FEDERAL UNIVERSITY OF RIO GRANDE DO SUL (PPGC/UFRGS)

Porto Alegre, Brazil

September, 2002

Engineering Degree in Electrical Engineering

FEDERAL UNIVERSITY OF RIO GRANDE DO SUL (DELET/EE/UFRGS)

Porto Alegre, Brazil

January, 2001

Publications

Journal Articles

- Cristiano Politowskia, Fabio Petrillo, Gabriel C. Ullmannan, Yann-Gaël Guéhéneuc. *Game Industry Problems: an Extensive Analysis of the Gray Literature*. **Information and Software Technology**, 134:106538,2021.
- Cristiano Politowski, Fabio Petrillo, João Eduardo Montandon, Marco Tulio Valente, Yann-Gaël Guéhéneuc. *Are game engines software frameworks? A three-perspective study*. **Information and Software Technology**, 171:110846, 2021.
- João Eduardo Montandon, Cristiano Politowski, Luciana Lourdes Silva, Marco Tulio Valente, Fabio Petrillo, Yann-Gaël Guéhéneuc. *What skills do IT companies look for in new developers? A study with Stack Overflow jobs*. **Information and Software Technology**, 129:106429, 2021.
- Ricardo Ávila, Raphaël Khoury, Richard Khoury, Fabio Petrillo. *Use of Security Logs for Data Leak Detection: A Systematic Literature Review*. **Security and Communication Networks**, vol. 2021, Article ID 6615899, 29 pages,2021.
- Mohammed Sayagh, Noureddine Kerzazi, Fabio Petrillo, Khalil Bennani, Bram Adams. *What should your run-time configuration framework do to help developers?*. **Empirical Software Engineering**, 25(2):1259-1293, 2020.
- Diana El-Masri, Fabio Petrillo, Yann-Gaël Guéhéneuc, Abdelwahab Hamou-Lhadj, Anas Bouziane. *A systematic literature review on automated log abstraction techniques.*. **Information and Software Technology**, 122:106276, 2020.
- Cristiano Politowski, Foutse Khomh, Simone Romano, Giuseppe Scanniello, Fabio Petrillo, Yann-Gaël Guéhéneuc, Abdou Maiga. *A large scale empirical study of the impact of Spaghetti Code and Blob anti-patterns on program comprehension*. **Information and Software Technology**, 122: 106278, 2020.
- Guilherme Lacerda, Fabio Petrillo, Marcelo Pimenta, Yann-Gaël Guéhéneuc. *Code smells and refactoring: A tertiary systematic review of challenges and observations*. **Journal of System and Software**, 167:110610, 2020.
- Mohammed Sayagh, Noureddine Kerzazi, Bram Adams, Fabio Petrillo. *Software Configuration Engineering in Practice Interviews, Survey, and Systematic Literature Review*. **IEEE Transactions on Software Engineering**, 46(6):646-673, 2020.
- Hayet Brabra, Achraf Mtibaa, Fabio Petrillo, Philippe Merle, Layth Sliman, Naouel Moha, Walid Gaaloul, Yann-Gaël Guéhéneuc, Boualem Benatallah, Faïez Gargouri. *On semantic detection of cloud API (anti)patterns.*. **Information and Software Technology**, 107:65-82, 2019.
- Fabio Petrillo, Yann-Gaël Guéhéneuc, Marcelo Pimenta, Carla Maria Dal Sasso Freitas, Foutse Khomh. *Swarm debugging: The collective intelligence on interactive debugging*. **Journal of System and Software**, 153:152-174, 2019.
- Guilherme Avelino, Leonardo Passos, Fabio Petrillo, Marco Tulio Valente. *Who Can Maintain this Code? Assessing the Effectiveness of Repository-Mining Techniques for Identifying Software Maintainers*. **IEEE Software**, 36(6):34-42, 2019.
- Cristiano Politowski, Lisandra M. Fontoura, Fabio Petrillo, Yann-Gaël Guéhéneuc. *Recommending processes with video game post-mortems*. **Information and Software Technology**, 100:103-118, 2018.
- Fabio Petrillo, Marcelo Pimenta, Francisco Trindade, Carlos Dietrich. *What went wrong? A survey of problems in game development*. **Computers in Entertainment**, 7(1):13:1-13:22, 2009.

Refereed Conference Papers

- Jalves Nicácio and Fabio Petrillo: Towards improving architectural diagram consistency using system descriptors . **ICPC 2021 (ERA Track)**: (to appear)
- Cristiano Politowski, Fabio Petrillo, Yann-Gaël Guéhéneuc: A Survey of Video Game Testing. **AST 2021**: (to appear)
- Bianca Minetto Napoleão, Fabio Petrillo, Sylvain Hallé: Open Source Software Development Process: A Systematic Review. **EDOC 2020**: 135-144
- Katia Romero Felizardo, Érica Ferreira de Souza, Tamiris Malacrida, Bianca Minetto Napoleão, Fabio Petrillo, Sylvain Hallé, Nandamudi L. Vijaykumar, Elisa Yumi Nakagawa: Knowledge Management for Promoting Update of Systematic Literature Reviews: An Experience Report. **SEAA 2020**: 471-478
- Demetrio Guilardi, Jalves Nicácio, Bianca Minetto Napoleão, Fabio Petrillo: AndroidPropTracker: mining lifetime properties of Android projects. **MOBILESoft 2020**: 23-26
- Demetrio Guilardi, Jalves Nicácio, Bianca Minetto Napoleão, Fabio Petrillo: Are apps ready for new Android releases? **MOBILESoft 2020**: 66-76
- Guilherme Lacerda, Fabio Petrillo, Marcelo Soares Pimenta: DR-Tools: a suite of lightweight open-source tools to measure and visualize Java source code. **ICSME 2020**: 802-805
- Cristiano Politowski, Fabio Petrillo, Gabriel Cavalheiro Ullmann, Josias de Andrade Werly, Yann-Gaël Guéhéneuc: Dataset of Video Game Development Problems. **MSR 2020**: 553-557
- Hamid Mcheick, Youness Dendane, Fabio Petrillo, Souhail Ben Ali: Quality Model for Evaluating and Choosing a Stream Processing Framework Architecture. **AICCSA 2019**: 1-7
- Louis Racicot, Nicolas Cloutier, Julien Abt, Fabio Petrillo: Quality Aspects of Serverless Architecture: An Exploratory Study on Maintainability. **ICSOFT 2019**: 60-70
- Eduardo A. Fontana, Fabio Petrillo: Visualizing sequences of debugging sessions using swarm debugging. **ICPC 2019**: 139-143
- Laure Bedu, Olivier Tinh, Fabio Petrillo: A Tertiary Systematic Literature Review on Software Visualization. **VISSOFT 2019**: 33-44
- Gregory Fournier, Fabio Petrillo: Challenges and solutions on architecting blockchain systems. **CASCON 2018**: 293-300
- Aiko Yamashita, Fabio Petrillo, Foutse Khomh, Yann-Gaël Guéhéneuc: Developer interaction traces backed by IDE screen recordings from think aloud sessions. **MSR 2018**: 50-53
- Naoures Ghrairi, Segla Kpodjedo, Amine Barrak, Fabio Petrillo, Foutse Khomh: The State of Practice on Virtual Reality (VR) Applications: An Exploratory Study on Github and Stack Overflow. **QRS 2018**: 356-366
- Fabio Petrillo, Philippe Merle, Francis Palma, Naouel Moha, Yann-Gaël Guéhéneuc: A Lexical and Semantical Analysis on REST Cloud Computing APIs. **CLOSER (Selected Papers) 2017**: 308-332
- Fabio Petrillo, Philippe Merle, Naouel Moha, Yann-Gaël Guéhéneuc: Towards a REST Cloud Computing Lexicon. **CLOSER 2017**: 348-355
- Fabio Petrillo, Hyan Mandian, Aiko Yamashita, Foutse Khomh, Yann-Gaël Guéhéneuc: How Do Developers Toggle Breakpoints? Observational Studies. **QRS 2017**: 285-295
- Fabio Petrillo, Philippe Merle, Naouel Moha, Yann-Gaël Guéhéneuc: Are REST APIs for Cloud Computing Well-Designed? An Exploratory Study. **ICSOC 2016**: 157-170
- Fabio Petrillo, Zéphyrin Soh, Foutse Khomh, Marcelo Soares Pimenta, Carla Maria Dal Sasso Freitas, Yann-Gaël Guéhéneuc: Understanding interactive debugging with Swarm Debug Infrastructure. **ICPC 2016**: 1-4
- Fabio Petrillo, Zéphyrin Soh, Foutse Khomh, Marcelo Pimenta, Carla M. D. S. Freitas, Yann-Gaël Guéhéneuc: Towards Understanding Interactive Debugging. **QRS 2016**: 152-163
- Fabio Petrillo, Guilherme Lacerda, Marcelo Soares Pimenta, Carla Maria Dal Sasso Freitas: Visualizing interactive and shared debugging sessions. **VISSOFT 2015**: 140-144
- Fabio Petrillo, Marcelo Soares Pimenta, Carla Maria Dal Sasso Freitas: O Estado-da-Arte das Ferramentas de Visualização de Software. **CIBSE 2012**: 140-153
- Fabio Petrillo, Andre Suslik Spritzer, Carla Maria Dal Sasso Freitas, Marcelo Soares Pimenta: Interactive analysis of Likert scale data using a multichart visualization tool. **IHC+CLIHC 2011**: 358-365
- Fabio Petrillo, Marcelo Soares Pimenta: Is agility out there?: agile practices in game development. **SIGDOC 2010**: 9-15
- Fabio Petrillo, Marcelo Soares Pimenta, Francisco M. Trindade, Carlos Dietrich: Houston, we have a problem...: a survey of actual problems in computer games development. **SAC 2008**: 707-711

Refereed Workshop Papers

- Marcela G. dos Santos, Bianca Minetto Napoleão, Fabio Petrillo, Darine Ameyed, Fehmi Jaafar: A Preliminary Systematic Mapping on Software Engineering for Robotic Systems: A Software Quality Perspective. ICSE (Workshops) 2020: 647-654
- Cristiano Politowski, Fabio Petrillo, Yann-Gaël Guéhéneuc: Improving Engagement Assessment in Gameplay Testing Sessions using IoT Sensors. ICSE (Workshops) 2020: 655-659
- Gregory Fournier, Fabio Petrillo: Architecting Blockchain Systems: A Systematic Literature Review. ICSE (Workshops) 2020: 664-670
- Zayan El Khaled, Hamid Mcheick, Fabio Petrillo: Wifi coverage range characterization for smart space applications. SERP4IoT@ICSE 2019: 61-68
- Raphaël Khoury, Abdelwahab Hamou-Lhadj, Mohamed Ilyes Rahim, Sylvain Hallé, Fabio Petrillo: TRIADE A Three-Factor Trace Segmentation Method to Support Program Comprehension. ISSRE Workshops 2019: 406-413
- Philippe Marcotte, Frédéric Grégoire, Fabio Petrillo: Multiple Fault-Tolerance Mechanisms in Cloud Systems: A Systematic Review. ISSRE Workshops 2019: 414-421
- Cristiano Politowski, Lisandra M. Fontoura, Fabio Petrillo, Yann-Gaël Guéhéneuc: Are the old days gone?: a survey on actual software engineering processes in video game industry. GAS@ICSE 2016: 22-28
- Francisco José Rêgo Lopes, Fabio Petrillo: SimKan: Training Kanban Practices Through Stochastic Simulation. WBMA 2016: 110-121

Book

- Alex A. Silva, Fabio Petrillo, Francisco Gomide. *Metodologia e Projeto de Software Orientados a Objetos - Modelando, Projetando e Desenvolvendo Sistemas com UML e Componentes Distribuídos*. 1. ed. São Paulo: Érica, 2003. v. 1. 232 p.

Book Chapters

- Fabio Petrillo; Philippe Merle; Naouel Moha; Yann-Gaël Guéhéneuc. *Are REST APIs for Cloud Computing Well-Designed? An Exploratory Study*. **Service-Oriented Computing**. Volume 9936 of the series Lecture Notes in Computer Science pp 157-170, September, 2016. Editors Sheng, Quan Z. and Stroulia, Eleni and Tata, Samir and Bhiri, Sami. Springer International Publishing.
- Francisco Jose Rego Lopes, Fabio Petrillo. *SimKan: Training Kanban Practices Through Stochastic Simulation*. **Agile Methods: Revised Selected Papers** pp 110–121, March 2017. Editors Silva da Silva, Tiago and Estácio, Bernardo and Kroll, Josiane and Mantovani Fontana, Rafaela. Springer International Publishing.

Recognitions

- 2021 **Service Recognition Award**, IEEE 29th International Conference on Program Comprehension (ICPC 2021) - Virtualization Chair
- 2020 **Distinguished Service Award**, IEEE 28th International Conference on Program Comprehension (ICPC 2020) - Virtualization Chair
- 2018 **Nomination of “Meilleur Chargé de Course - Génies informatique et logiciel pour le cours INF3710, LOG8430 et LOG8371”**, *Gala Méritas 2017-2018* - Polytechnique Montreal
- 2017 **Nomination “Meilleur Enseignant - Cycles supérieurs - Génies informatique et logiciel pour le cours LOG8430”**, *Gala Méritas 2016-2017* - Polytechnique Montreal

Research Funding

NSERC	Discovery Grants - ECR , Building software quality models for computer games - 2019 - 2025	CAD\$ 127,500
MITACS	Accelerate , Analyse adaptative de flux de trafic réseau pour la cybersécurité - 2021-2023	CAD\$ 120,000
MITACS	Accelerate , Design and Optimization of product platform for AIS mobile robots - 2021-2021	CAD\$ 13,333
MITACS	Stage de stratégie d'entreprise (SSE) , Développement d'une application mobile pour permettre d'économiser sur l'épicerie - 2021-2021	CAD\$ 20,000
MITACS	Accelerate , Data Security and Privacy Assurance at LABVI - 2020-2021	CAD\$ 26,666
MITACS	Accelerate , COVID-19: module pharmaceutique pour le développement accéléré de produits désinfectants - 2020-2021	CAD\$ 45,000
UQAC	Dégrèvement D'enseignement , 2020-2021	1 Course
MITACS	Accelerate , LAFORCE: Log Analytics for Operational Intelligence - (fellowship) - 2018-2018	CAD\$ 15,000
Concordia University	Postdoctoral fellow , Multi-language systems analysis Debugging practices and collaborative approaches (Swarm Debugging) - 2017-2018	CAD\$ 10,000
MITACS	Globalink , Improving video game test coverage with machine learning - 2019-2020	1 intern
MITACS	Globalink , Improving video game test coverage with machine learning - 2019-2020	1 intern
MITACS	Globalink , Adaptable IDEs - 2020-2021	1 intern
Edu-Canada	Emerging Leaders in the Americas Program , Gamified Recommender System for Readers - 2021-2022	1 intern

Main academic appointments

École de Technologie Supérieure

Montréal, Canada

ASSOCIATE PROFESSOR

May, 202 - present

- Researcher on Software Engineering
- Lectures
- Advising
- Community services

Université du Québec à Chicoutimi

Saguenay, Canada

ASSOCIATE PROFESSOR

August, 2018 - April, 2022

- Researcher on Software Engineering
- Lectures
- Advising
- Community services

Concordia University

Montréal, Canada

POSTDOCTORAL FELLOW (MITACS), RESEARCH ASSOCIATE

September, 2017 - June, 2018

- Research in Machine Learning on Log Analysis
- Data scientist at Ubisoft Montreal (LaForge)
- Students advising
- Laboratory infrastructure support (Ptidej).

École Polytechnique de Montréal

Montréal, Canada

LECTURER

January, 2016 - May, 2018

- LOG8371 - Software Quality Assurance.
- LOG8430 - Software Architecture and Advanced Conception
- INF3710 - Database Systems

Main industry appointments

City Data Processing Company of Porto Alegre (PROCEMPA)

SOFTWARE ENGINEER, MANAGER, CONSULTANT

Porto Alegre, Brazil

July, 2001 - May, 2013

- PROCERGS - technical director's consultant, providing advises on software engineering processes and practices. Implementation of agile practices and mentoring of agile coaches.
- EBC - software development manager, leading teams on media communication systems. Implementation of agile processes and practices.
- INEP - manager of department of systems (near 100 of developers), proving very large information systems (6 million of users).
- Team leader of software projects and agile coach.
- Methodology team - proposing of company methods and technologies.
- Software engineer - development of system - Java, JavaScript, PHP, Delphi

Court of Justice of Rio Grande do Sul State

SOFTWARE ENGINEER

Porto Alegre, Brazil

December, 1999 - July, 2001

- Development the court process systems (Delphi).

ComEnergy Ltda.

ELECTRICAL ENGINEER

Porto Alegre, Brazil

January, 2000 - July, 2001

- Energy efficiency consulting.

Brazilian Federal Court of Justice

SOFTWARE ENGINEER

Porto Alegre, Brazil

December, 1998 - December, 1999

- Development and support of court process systems (Visual Basic).

Secretary of Planning of Rio Grande do Sul State

SOFTWARE ENGINEER AND SYSTEM ADMINISTRATOR

Porto Alegre, Brazil

March, 1995 - December, 1998

- Development and support process systems (Visual Basic).
- Network and infrastructure administrator.

Teaching

8INF851 - Software Engineering (graduate)

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI - LECTURER - 7 EDITIONS

Chicoutimi, Canada

September, 2018 - May, 2021

8INF853 - Enterprise Software Architecture (graduate)

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI - LECTURER

Chicoutimi, Canada

January, 2020 - May, 2020

8INF228 - Software Architecture and Quality (undergraduate)

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI - LECTURER

Chicoutimi, Canada

September, 2019 - December, 2019

LOG8371 - Software Quality (graduate)

POLYTECHNIQUE MONTRÉAL - LECTURER - 2 EDITIONS

Montréal, Canada

January, 2017 - May, 2018

INF3710 - Database systems (graduate)

POLYTECHNIQUE MONTRÉAL - LECTURER - 2 EDITIONS

Montréal, Canada

January, 2017 - December, 2017

LOG8430 - Software Architecture and Advanced Conception (graduate)

POLYTECHNIQUE MONTRÉAL - LECTURER - 3 EDITIONS

Montréal, Canada

September, 2016 - May, 2018

LOG8430 - Software Architecture and Advanced Conception (graduate)

POLYTECHNIQUE MONTRÉAL - TEACHER ASSISTANT - 2 EDITIONS

Montréal, Canada

January, 2016 - April, 2017

Software Engineering (undergraduate)

CENTRO UNIVERSITÁRIO RITTER DOS REIS, UNIRITTER - LECTURER

Porto Alegre, Brazil

March, 2012 - September, 2012

Requirements management (graduate)

FEDERAL UNIVERSITY OF RIO GRANDE DO SUL - LECTURER

Porto Alegre, Brazil

August, 2011 - August, 2011

Open Source Software (graduate)

FEDERAL UNIVERSITY OF RIO GRANDE DO SUL - LECTURER

Porto Alegre, Brazil

November, 2010 - December, 2010

Game Design I (undergraduate)

UDF CENTRO UNIVERSITÁRIO - LECTURER - 2 EDITIONS

Brasília, Brazil

July, 2008 - July, 2011

Student Supervision

PH.D. STUDENTS

Carlos Alberto dos Santos - Software Requirements

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI

Chicoutimi, Canada

September, 2020 -

Eduardo Mendes - Self-adaptative SE systems

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI

Chicoutimi, Canada

January, 2020 -

Marcela Santos - Software Engineering for Robotics

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI

Chicoutimi, Canada

September, 2019 -

Jalves Nicacio - Software Architecture Modeling

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI

Chicoutimi, Canada

September, 2019 -

Bianca Napoleao - SLR Automation for SE

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI

Chicoutimi, Canada

September, 2019 -

- Co-supervisor: Sylvain Hallé (UQAC)

Diana El-masri - Logging Abstraction for IoT Systems

POLYTECHNIQUE DE MONTREAL

Montreal, Canada

May, 2019 -

- Supervisor: Yann-Gael Gueheneuc (Concordia)
- Co-Supervisor: Foutse Kohm (Polytechnique de Montreal)

Cristiano Politowski - Testing for Computer Games

POLYTECHNIQUE DE MONTREAL

Montreal, Canada

September, 2018 -

- Supervisor: Yann-Gael Gueheneuc (Concordia)

Guilherme Lacerda - Refactoring

FEDERAL UNIVERSITY OF RIO GRANDE DO SUL

Porto Alegre, Brazil

March, 2017 -

- Supervisor: Marcelo Pimenta (UFRGS)

MS.C. STUDENTS

Danilo Silva - TBD

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI

Chicoutimi, Canada

September, 2020 -

Eduardo Fontana - Debugging Practices

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI

Chicoutimi, Canada

May, 2020 -

Raphael Barbosa - Mining Software Repository Visualization

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI

Chicoutimi, Canada

January, 2020 -

Demetrio Guilardi - Evaluating Android Apps Readiness

UNIVERSITÉ DU QUÉBEC À CHICOUTIMI

Chicoutimi, Canada

September, 2019 - February, 2021

Academic Services

RESEARCH FUNDING APPLICATION ASSESSMENT

Reviewer **NSERC External Reviewer - Discovery Grant**, Software Development/Tools

2 since 2020

COMMITTEE MEMBERSHIP

Member	Standards Council of Canada/ISO/IEC JTC 1/SC 7 Software and systems engineering , Work groups: Software Architecture, Software Testing and Life Cycle	2020 -
Member	IEEE VISSOFT Steering Committee , Elected by the VISSOFT community	2020-2025
Member	Comité de pédagogie universitaire (CPU) , Université du Québec à Chicoutimi	2019 -
Member	Research internal committee, (CIR) , Université du Québec à Chicoutimi	2020 -

ORGANIZING COMMITTEES

IEEE/ACM	44th International Conference on Software Engineering (ICSE) 2022 , Virtualization Chair	2020/11 - 2022/05
IEEE	Working Conference on Software Visualization (VISSOFT) 2021 , Proceedings Chair	2020/11 - 2021/10
IEEE	Working Conference on Software Visualization (VISSOFT) 2020 , Proceedings Chair	2019/11 - 2020/10
IEEE	International Conference on Software Analysis, Evolution and Reengineering (SANER) 2021 , Virtualization Chair	2020/11 - 2021/03
IEEE	International Conference of Software Comprehension (ICPC) 2021 , Virtualization Chair	2020/11 - 2021/05
IEEE	International Conference of Software Comprehension (ICPC) 2020 , Virtualization Chair	2020/01 - 2021/07
IEEE	International Conference of Software Comprehension (ICPC) 2019 , Proceedings Chair	2019/01 - 2021/05

JOURNAL REVIEW ACTIVITIES

Reviewer	Transactions on Software Engineering (TSE) , IEEE	6 since 2017
Reviewer	Transactions on Software Engineering and Methodology (TOSEM) , ACM	1 since 2019
Reviewer	Information and Software Technology (IST) , Elsevier	2 since 2020
Reviewer	Journal of Software and Systems (JSS) , Elsevier	4 since 2018
Reviewer	Empirical Software Engineering (EMSE) , Elsevier	4 since 2017
Reviewer	Internet of Things Journal (ITS) , IEEE	1 since 2020
Reviewer	Journal of Software: Evolution and Process (JSEP) , John Wiley & Sons	2 since 2017
Reviewer	Software: Practice and Experience (SEP) , John Wiley & Sons	1 since 2021

CONFERENCE REVIEW ACTIVITIES

PC	Software Engineering Education and Training (ICSE) - 2022 , IEEE	2022/01 - 2022/02
PC	International Symposium on Software Testing and Analysis - Artifact Evaluation - 2021 , ACM	2021/05 - 2020/06
Reviewer	Special Interest Group on Computer Science Education - Technical Symposium 2021 , ACM	2020/08 - 2020/09
Reviewer	Special Interest Group on Computer Science Education - Technical Symposium 2020 , ACM	2019/08 - 2019/09
Reviewer	Special Interest Group on Computer Science Education - Technical Symposium 2019 , ACM	2018/08 - 2018/09
PC	Software Engineering Education and Training (SEET) Track @ ICSE 2022 , IEEE	2021/10 - 2022/05
PC	15th Brazilian Symposium on Software Components, Architectures, and Reuse , CBSOFT	2021/08 - 2021/08
PC	21st International Working Conference on Source Code Analysis and Manipulation , IEEE	2021/08 - 2021/08
PC	Working Conference on Software Visualization VISSOFT 2021 , IEEE	2021/04 - 2021/06
PC	Working Conference on Software Visualization VISSOFT 2020 , IEEE	2020/04 - 2020/06
PC	International Conference of Software Comprehension (ICPC) 2021 , IEEE	2021/01 - 2021/02
PC	International Conference of Software Comprehension (ICPC) 2020 , IEEE	2020/02 - 2020/03
PC	International Conference of Software Comprehension (ICPC) 2019 , IEEE	2019/02 - 2020/03
PC	International Conference on Software Quality, Reliability and Security(QRS) 2021 , IEEE	2021/05 - 2021/06
PC	International Conference on Software Quality, Reliability and Security(QRS) 2020 , IEEE	2020/05 - 2020/06
PC	International Conference on Software Quality, Reliability and Security(QRS) 2019 , IEEE	2019/05 - 2019/06
PC	International Conference on Software Quality, Reliability and Security(QRS) 2018 , IEEE	2018/05 - 2018/06
PC	International Workshop on Games and Software Engineering - GAS 2016 , IEEE	2016/03 - 2016/03
PC	International Workshop on Games and Software Engineering - GAS 2015 , IEEE	2015/03 - 2015/03
PC	Third Software Engineering Research and Practices for the IoT - SERP4IoT'21 , IEEE	2021/03 - 2021/04
PC	Second Software Engineering Research and Practices for the IoT - SERP4IoT'20 , IEEE	2020/03 - 2020/04
PC	First Software Engineering Research and Practices for the IoT - SERP4IoT'19 , IEEE	2019/03 - 2019/04
Reviewer	Conference on Human Factors in Computing Systems - CHI 2016 , IEEE	2016/01 - 2016/02

Credentials

Certified Scrum Master

SCRUM MASTER ALLIANCE

Florianopolis, Brazil

2009

Invited Talks

UFPA Seminars - Federal University of Para

CHALLENGES AND OPPORTUNITIES ON SOFTWARE ENGINEERING FOR COMPUTER GAMES

Belem do Pará, Brazil (Remote)

2021/08

LATECE Seminars - Université du Québec à Montréal

CHALLENGES AND OPPORTUNITIES ON SOFTWARE ENGINEERING FOR COMPUTER GAMES

Montréal, Canada

2020/10

Seminar at Software Engineering Research Center of Concordia University

CHALLENGES AND OPPORTUNITIES ON SOFTWARE ENGINEERING FOR COMPUTER GAMES

Montréal, Canada

2019/01

10th International Free Software Forum

EDUCATION AND DIGITAL INCLUSION

Porto Alegre, Brazil

2009

10th International Free Software Forum

EDUCATION AND DIGITAL INCLUSION

Porto Alegre, Brazil

2009

8th International Free Software Forum

MAKING MULTIPLATFORM INSTALLERS WITH IZPACK

Porto Alegre, Brazil

2007

JustJava 2007

PROJETOS MARCHA DA MORTE, JAVA E AS BALAS DE BORRACHA

São Paulo, Brazil

2007

7th International Free Software Forum

MODUS - MANAGEMENT OF TELECENTERS

Porto Alegre, Brazil

2006

6th International Free Software Forum

JAVA ON PUBLIC SECTOR: PRODUCTIVITY, FLEXIBILITY AND LOW COST

Porto Alegre, Brazil

2005

Just Java 2005

JAVA ON PUBLIC SECTOR: PRODUCTIVITY, FLEXIBILITY AND LOW COST

São Paulo, Brazil

2005