

André Sales Fonteles

Abstract: Received his Bachelor's degree in Computer Science at *Universidade de Fortaleza* (2010) and his Master's degree in Computer Science from *Universidade Federal do Ceará* (2013). Holds a PhD from *Université Grenoble Alpes*. Has experience in Computer Science, focusing on crowdsourcing systems, mobile and context-aware applications and recommender systems. Assistant Professor of Computer Sciences at Indiana Wesleyan University.

Personal Information

Full name	André SALES FONTELES
Name used in Bibliographic Citations	A. S. FONTELES
Birth Information	02/04/1987 – Fortaleza, Ceará, Brazil
Residential Address	Marion, IN, USA
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Formal Education

2013 - 2017	<ul style="list-style-type: none">- Ph.D. in Computer ScienceSteamer, LIGUniversité Grenoble Alpes- Thesis Title: <i>Spatial Crowdsourcing Platforms: A generic architecture and a recommendation framework</i>- Advisor: Jérôme Gensel- Co-advisor: Sylvain Bouveret- Scholarship from: Ministère de l'Enseignement Supérieur et de la Recherche de la France
2011 - 2013	<ul style="list-style-type: none">- Master's in Computer ScienceUniversidade Federal do Ceará, UFC, Fortaleza, Brazil- Master's Thesis Title: <i>A framework for adaptive and decoupled acquisition of contextual information for mobile devices (Um framework para aquisição adaptativa e fracamente acoplada de informação contextual para dispositivos móveis)</i>- Advisor: Rossana Maria de Castro Andrade- Co-advisor: Windson Viana de Carvalho- Scholarship from: Conselho Nacional de Desenvolvimento Científico e Tecnológico (CNPq)
2006 - 2010	<ul style="list-style-type: none">Bachelor's in Computer ScienceUniversidade de Fortaleza, UNIFOR, Fortaleza, BrazilBachelor's Thesis Title: <i>Developing mobile collaborative mapping applications (Desenvolvimento de aplicações de mapeamento colaborativo para dispositivos móveis)</i>Advisor: João José Vasco Peixoto Furtado

Complementary Education

2008 - 2008	Short Term Course in Training for Teachers of the S2B program. Microsoft Innovation Center Fortaleza, MIC, Brazil
2007 - 2007	Students To Business - S2B. Microsoft Innovation Center Fortaleza, MIC, Brazil

Teaching Experience

Fall 2018 - today	<p>Assistant Professor, Courses taught: <i>Advanced Software Engineering, Software Test: Verif. And Valid., Internet Programming, Introduction to Web Programming, Object Oriented Programming Development, Software Engineering, Operating Systems, Database Programming, System Analysis</i> Department of Computer Information Science at Indiana Wesleyan University.</p>
2018	<p>Lecturer (Vacataire) Course taught: Web Technologies Duration: <i>18h (lecture and lab.)</i> ESTIA Institute of Technology</p>
2016 - 2017	<p>Temporary Lecturer and Researcher (ATER- Attaché temporaire d'enseignement et de recherche) Duration: <i>197h of teaching (1 Full year)</i> Courses taught: <i>Mobile Programming, Algorithms and Data Structures, Human-Computer Interaction, Introduction to Client-Side Programming, Computer Science Capstone.</i> Université Grenoble Alpes</p>
2012	<p>Master's Teaching internship in an Introduction to Programming course Duration: <i>30h</i> Public: <i>Engineering students</i> Universidade Federal do Ceará</p>
2012	<p>Non-academic paid course: Introduction to Android development Duration: <i>32h</i> Public: Anyone with a minimum knowledge of Object Oriented Programming. Contractor: <i>eDea Jr. Informatics Junior enterprise of the Universidade Federal do Ceara</i></p>
2008	<p>Non-academic course: Developing with Microsoft technology Duration: <i>28h</i> Public: Computer Science students Course given at the 2nd part of the Students to Business (S2B - 2008), Microsoft Innovation Center, Fortaleza, Ceará, Brazil</p>
2007	<p>Non-academic course: Introduction to game development with Java Duration: <i>8h</i> Public: Anyone with a minimum knowledge of Object Oriented Programming. Mini course given during the Technology Week event at Universidade de Fortaleza, Fortaleza, Ceará, Brazil</p>
2007.1/2 2007.2/2 2008.1/2	<p>Undergraduate teaching assistant: Introduction to Programming course Duration: <i>3 semesters</i> Public: Computer Science students Role: to help students with questions and assist a professor at classroom once a week helping students with practical programming exercises. Universidade de Fortaleza, Fortaleza, Ceará, Brazil</p>

Other Professional Experiences

1. LIUPPA, Équipe T2I, UPPA, Pau, France	
2018 (6 months)	<p>General information: Position: Computer Science post-doc</p> <p>Other information: Contributing with the project TCP-PYR that aimed to foster tourism in the Pyrenees zone. This goal was to be achieved through two main activities. First, the integration of data from different databases. Second, the development of a prototype application that exploits this data to support tourism activities.</p>
2. GREat Laboratory, Fortaleza, Brazil	
2013 (6 months)	<p>General information: Position: Analyst Programmer, Working hours (weekly): 40</p> <p>Other information: Web and mobile development having used: ASP.NET, C#, MVC 3, Gerrit, Jenkins, NUnit, NHibernate, JavaScript, Scrum, Java, Android, git, and others.</p>
3. Independent Android app developer	
2011 - Today	<p>General information: Independent developer, having developed and maintained several games for kids, totaling more than 330.000 downloads.</p> <p>Link to apps: https://play.google.com/store/apps/developer?id=BabyApps.org</p> <p>Other information: Mobile applications developed using: Android Framework, Java, LibGdx engine, Eclipse IDE, Android Studio, git, Inkscape, GIMP and others.</p>
4. Engenharia do Conhecimento Laboratory – LEC, Fortaleza, Brazil	
2008 - 2010	<p>General information: Contract: Scholarship, Position: Analyst Programmer, Working hours (weekly): 30</p> <p>Other information: Web and mobile development of spatial applications having used technologies such as: Google Maps, Android, Java, JSF, Hibernate, Spring, PHP, Symfony and others.</p>

Awards and Honors

2012	Featured Student UNIFOR 2012, Universidade de Fortaleza
2010	Finalist of the “Prêmio Mobilefest de Aplicativos para Celular” – Category D, MOBILEFEST

Languages

Portuguese	<i>Mother tongue</i>
English	<i>Fluent</i>
French	<i>Fluent</i>
Spanish	<i>Moderate reading and listening comprehension</i>

Some of my Open Source Projects

UbiOrb	Description: UbiOrb allows ordinary people and citizens to create their own news websites and publish news according to their point of view, fostering a more plural and free press Source: https://github.com/Andre-Fonteles/UbiOrb Platform: http://ubiorb.com (no longer available) Technologies: PHP, Symfony, Doctrine, Bootstrap, JQuery, JavaScript, Apache, MySQL, PHPMailer, ...
LoCCAM	Description: LoCCAM is a middleware, designed to be fully embedded in Android powered mobile devices, that provides adaptive acquisition of contextual information Source: https://github.com/Andre-Fonteles/LoCCAM Technologies: Android, Java, OSGi
GENIUS-C	Description: GENIUS-C is a framework to support the development of spatial crowdsourcing systems (SCP). Source: https://github.com/Andre-Fonteles/GENIUS-C Technologies: Java, JAX-RS, RESTful web services.
My Notes API	Description: Back-end application to keep track of notes. Source: https://github.com/Andre-Fonteles/my-notes-api Technologies: JavaScript, NodeJS, Express, Mocha, Chai, HTTP RESTful API.

Bibliographic Production

Refereed Journals

1. Rajaonarivo, L., **Fonteles, A.**, Sallaberry, C., Bessagnet, M. N., Roose, P., Etcheverry, P., ... & Coudert, Q. Recommendation of Heterogeneous Cultural Heritage Objects for the Promotion of Tourism. *ISPRS International Journal of Geo-Information*, 2019.
2. **A. S. Fonteles**, S. Bouveret, and J. Gensel, "Trajectory recommendation for task accomplishment in crowdsourcing - a model to favor different actors," *Journal of Location Based Services*, 2016.
3. **A. S. Fonteles**, S. Bouveret, and J. Gensel, "Recommandation opportuniste de trajectoires pour l'accomplissement de taches dans les systemes crowdsourcing," *Document Numérique*, 2016.

Refereed Conference and Workshop Proceedings

4. **A. S. Fonteles**, S. Bouveret, and J. Gensel, "A programming framework for Spatial Crowdsourcing," in *Proceedings of the 15th International Conference on Advances in Mobile Computing and Multimedia*, ser. MoMM '17. ACM, 2017.
5. **A. S. Fonteles**, S. Bouveret, and J. Gensel, "A generic architecture for spatial crowdsourcing," in *IEEE 10th International Conference on Research Challenges in Information Science (RCIS)*, June 2016.

6. **A. S. Fonteles**, S. Bouveret, and J. Gensel, “Heuristics for task recommendation in spatiotemporal crowdsourcing systems,” in *Proceedings of the 13th International Conference on Advances in Mobile Computing and Multimedia*, ser. MoMM ’15. ACM, 2015.
7. **A. S. Fonteles**, S. Bouveret, and J. Gensel, “Opportunistic trajectory recommendation for task accomplishment in crowdsourcing systems,” in *Web and Wireless Geographical Information Systems, W2GIS 2015, Proceedings*. Springer, 2015.
8. **A. S. Fonteles**, S. Bouveret, and J. Gensel, “Améliorer l’appariement entre tâches et exécutants dans les Systèmes de Marché Participatifs Mobiles,” in *SAGEO 2014*, ser. Actes de la conférence SAGEO 2014, Grenoble, France, Nov. 2014.
9. **A. S. Fonteles**, S. Bouveret, and J. Gensel, “Towards matching improvement between spatio-temporal tasks and workers in mobile crowdsourcing market systems,” in *Proceedings of the Third ACM SIGSPATIAL International Workshop on Mobile Geographic Information Systems*, ser. MobiGIS ’14. New York, NY, USA: ACM, 2014, pp. 43– 50. [Online]. Available: <http://doi.acm.org/10.1145/2675316.2675319>
10. **A. S. Fonteles**, B. J. A. Neto, M. Maia, W. Viana, and R. M. C. Andrade, “An Adaptive Context Acquisition Framework to Support Mobile Spatial and Context-Aware Applications” *Web and Wireless Geographical Information Systems: 12th International Symposium, W2GIS 2013, Banff, AB, Canada, April 4-5, 2013. Proceedings*. Berlin, Heidelberg: Springer Berlin Heidelberg, 2013, ch., pp. 100–116.
11. M.E.F.Maia, **A. Fonteles**, B.Netto, R.Gadelha, W.Viana, R.M.C. Andrade, “Loccam - loosely coupled context acquisition middleware,” in *Proceedings of the 28th Annual ACM Symposium on Applied Computing*, ser. SAC ’13. New York, NY, USA: ACM, 2013, pp. 534– 541. [Online]. Available: <http://doi.acm.org/10.1145/2480362.2480465>
12. B. J. A. Neto, R. M. C. Andrade, M. E. F. Maia, **A. Fonteles**, and W. Viana, “A coordination framework for dynamic adaptation in ubiquitous systems based on distributed tuple space,” in *2013 9th International Wireless Communications and Mobile Computing Conference (IWCMC)*, July 2013, pp. 1430–1435.
13. V. Furtado, M. de Oliveira, **A. Fonteles**, C. Duque, T. Assunção, M. Belchior, and J. DOrleans, “Um método para identificar atividades maliciosas em sistemas colaborativos com mapas,” in *XXIV Simpósio Brasileiro de Banco de Dados*. SBC, 2009.

Demo papers

1. **A. Fonteles**, M.N. Bessagnet, A. Le Parc-Lacayrelle, C. Sallaberry, “Un environnement pour la valorisation de données patrimoniales hétérogènes,” in *SAGEO 2018*

Program committee

Program Committee Member, 37th INFORSID (2019) - *INFormatique des ORganisations et Systèmes d’Information et de Décision*, Paris, France, June, 2019