

Eduardo Harry Luersen
Researcher, Designer

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Academic positions and education

- 2022 – Postdoctoral Fellow at the Zukunftskolleg, Affiliated with the Department of Literature, Art and Media Studies, Universität Konstanz (Employed).
- 2016 – 2020 Ph.D. Communication Sciences. University of Vale do Rio dos Sinos (Unisinos)
Thesis: Technocultural resonance: traces of contemporary ambience in the audible dimension of computer games, 245 pp. <http://www.repositorio.jesuita.org.br/handle/UNISINOS/9316>
- Summer 2019 Doctoral Visiting Researcher at the Centre for Digital Cultures. Leuphana Universität Lüneburg
- 2014 – 2015 Interrupted Undergraduate Degree in Music Composition. Federal University of Pelotas (UFPel)
- 2011 – 2013 M.Phil. *Magna Cum Laude*. Social Communication. Pontifical University of Rio Grande do Sul (PUCRS)
Dissertation: Communication technologies and the record industry: emerging scenarios, mediations, and transformations in digital music production, 218 pp. <https://tede2.pucrs.br/tede2/handle/tede/4530>
- 2006 – 2010 B.A. Visual Arts, Graphic Design Concentration. Federal University of Pelotas (UFPel)

Grants & Awards

- 2022 – 2024 German Federal and State Governments Excellence Strategy: Postdoctoral Fellowship at the Zukunftskolleg. Universität Konstanz
- 2016 – 2020 National Council for Scientific and Technological Development (CNPq): Full Doctoral Scholarship. Unisinos São Leopoldo
- 2019 Coordination for the Improvement of Higher Education Personnel (CAPES) / German Academic Exchange Service (DAAD): Fellowship for Visiting Doctoral Researchers. Leuphana Univ. Lüneburg
- 2013 – 2014 National Fund for the Development of Education (FNDE): Researcher-Designer Grant. IFSul, Pelotas
- 2011 – 2013 Coordination for the Improvement of Higher Education Personnel (CAPES): Full Master's Scholarship. PUCRS, Porto Alegre
- 2007 – 2008 Simón Bolívar Foundation: Undergraduate Internship Grant. UFPel, Pelotas

Teaching experience

- Winter 2018 Teaching Intership. *Sound and image studies*, University of Vale do Rio dos Sinos (Unisinos)
- Summer 2010 Vocational Substitute Teacher. *Bitmap and vector images course*, Três de Maio Educational Society (Setrem)

Industry experience

- 2014 – 2015 Sound Designer at Cusco: Music & Sound
- 2013 – 2014 Instructional Designer/Researcher at the Federal Institute of Rio Grande do Sul (IFSul)
- 2011 – 2013 Editorial Designer/Copyeditor at the School of Communications, Arts and Design (PUCRS)
- Spring 2010 Instructional Designer at the Brazilian Agricultural Research Corporation (EMBRAPA)
- 2008 – 2010 Creative Director at Tentáculo: Conceito e Imagem
- 2007 – 2008 Editorial Design Intern at the Federal University of Pelotas (UFPel)

Music writing and editing

- 2014 – 2022 Published phonograms: “i. Svalbard-Rubedo”, “Baobás e tecnofósseis”, “Albedo”, “Small Pieces of Cruel Mirrors”, “Estocolmo”, “Sol e Vinho”, “Resina”, “Benzina”. Original music for theater play, film, games, and performance: “Pulso”, “BateristAs1”, “BateristAs2”, “Fractures”, “An Unforeseeable Night”, “Battle of Wits”, “Limbo”, “An Unforeseeable Night”, “Battle of Wits”.

Organization of scientific conferences

- 2018 Conference coordinator. I PPGCC Unisinos Graduate Students Seminar. Unisinos. São Leopoldo, Brazil.

- 2016–2018 Conference assistant. XIII, XIV, and XV editions of the Week of Image. Unisinos. São Leopoldo, Brazil.
- 2013 Conference assistant. XI International Communications Seminar. PUCRS. Porto Alegre, Brazil.

Leadership experience

- 2020 Coordinator of the cross-disciplinary study group *Technopolity: Design, Infrastructure, Geopolitics*
- 2017-2018 Graduate students' representative at Unisinos

Associated research groups and projects

- 2021 – Cidades Audiovisuais, Inteligentes e Sustentáveis [Audiovisual, Smart, Sustainable Cities]. Unisinos
- 2019 – Gamification Lab. Leuphana Universität Lüneburg
- 2016 – Tecnocultura Audiovisual: Comunicação, Memória, Design (TCAv) [Audiovisual Technoculture: Communication, Memory, Design]. Unisinos

Memberships

- 2020– Videogame Heritage Society (VHS)
- 2020– Alumniportal Deutschland (German Society for International Cooperation project)
- 2018– Society for the Study of Sound and Music in Games (SSSMG)
- 2016– Brazilian Association of Music and Arts (Abramus)

Language

Portuguese	Mother tongue.				
English	Listening: C2	Reading: C2	Spoken production: C1	Spoken interaction: C1	Writing: C2
Spanish	Listening: C1	Reading: C2	Spoken production: B2	Spoken interaction: B1	Writing: B2

Software expertise

Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere, Acrobat), Microsoft Office Suite, Google Suite, Sonic Visualiser, MuseScore, Cockos Reaper, Cakewalk Sonar, Sony Sound Forge, Steinberg Cubase. High disposition and ability to learn new software and technical tools