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Professional Profile

Interaction design master program student at Malmö University with a background on industrial design and a broad experience in research and development using programming languages to create visual content for vj sets, animations and interactive installations for advertisement and artistic purposes.

Academic Background

since 2015	Malmö University , Sweden Msc. Interaction design (first year)
2010	Universidad de los Andes , Colombia BA, Industrial design
2007	Universidad de Buenos Aires , Buenos Aires (Arg.) Exchange student, School of Design and Urbanism
2003	Colegio Emmanuel D´alzón , Colombia High School Diploma

Work Experience

April/13-June/15	Panoramika , Colombia Lead Creative Technologist Responsibilities: <ul style="list-style-type: none">• Design and Implementation of interactive proposal for advertising• Technological production• Technical and audiovisual coordination• New technologies research• Code Interactive Installation using different technologies• Live coding VJ
Jan/12 - Mar/13	AVXperience , Colombia Digital Producer Responsibilities: <ul style="list-style-type: none">• Design and Implementation of interactive proposal for advertising• Technological production• Technical and audiovisual coordination• New technologies research
Nov/2010-Jan/12	Wiring Project Development team member Wiring.org.co Responsibilities: <ul style="list-style-type: none">• API reference translation from English to Spanish• Wiring challenge tutor• Write examples or tutorial for the API
Jul/09 - Mar/11	XOR Media Lab , Colombia Creative Director Responsibilities: <ul style="list-style-type: none">• Design and Implementation of interactive proposal for advertising

- Technological production
- Technical and audiovisual coordination
- New technologies research

Mar/10 – Oct/10

Universidad de los Andes, Colombia
Research assistant. Project: 32 punto y medio.

Responsibilities:

- Motion capture research using VRPN protocol
- Software and hardware development

Feb/07 – Nov/07

Estado Lateral Media Lab, Argentina
Creative Technologist

Responsibilities:

- Research new technologies
- Software developer
- Technical coordination

Lectures given

Feb 2,3,4/11

Computer Science University, Habana, Cuba
Introduction to Processing & Wiring

Feb 7/11

Informática 2011, Habana, Cuba
Vi-human, interactive communication ephemeral socialization

Lectures and seminars attended

- Controlling lights using Touchdesigner. Instructors – Markus Heckmann, Dmitry Napolnov, Moscow, Russia, October 2014.
- Cinder Workshop, Instructor – Andreas Cuius. Moscow, Russia, October 2014.
- TouchDesigner workshop, Intermediate level. Instructor - Andrew Quinn. Milan, Italy. June 2014.
- David Cuartielles first Arduino workshop in Buenos Aires. Center of Spanish Culture. Buenos Aires. July 9th – July 13th, 2007.

Recognitions

- Honored degree project, 2009, Industrial Design, Los Andes University, Bogotá
- Artistic exhibition IS3S, One dot zero, 2007, Argentina
- Video Mapping Artist, The circle of the light, Moscow, Russia.
- Scholarship for Interaction design masters program at Malmö University

Additional Information

- Native Spanish – English C1
- Skills in programming languages: Touchdesigner, Python, Java, Openframeworks, Processing, Arduino/Wiring, VVVV, Quartz Composer, Pure Data, HTML, Css, Javascript, Unity3d
- Abilities in design software: Rhinoceros, 3D Max Studio, Adobe Suite.

References

**References available upon
request**