Sebastian Gonzalez Dixon

Web Portfolio **http://setian.co**

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Creative Engineer ///// Interactive Media Producer ///// UX+ID ///// Coder

- Electronics Engineer BEng and Digital Artist MA with more than 12 years of experience. Designer and developer of **interactive media**, mobile and web applications and immersive spaces for museums, artistic projects and marketing events.
- **Code developer** in C++, HTML, **Javascript**, CSS, PHP, Python, iOS Swift and creative coding frameworks such as **TouchDesigner**, OpenFrameworks, Pure Data, Max/MSP, Processing and Arduino.
- Large experience in **motion graphics** animation, video edition and **music production**.
- **Lecturer** in different Colombian Universities since 2007. Leader of seminars and workshops in digital arts, code development, technology and related topics.

Education

UNIVERSIDAD POMPEU FABRA, Barcelona, España
Master in Digital Arts, 12/2009
> Thesis advisor: PhD. Sergi Jorda (Reactable Systems)

PONTIFICIA UNIVERSIDAD JAVERIANA, Bogotá, Colombia
Electrical and Electronics Engineering, 4/2006
> Thesis Advisors: PhD. Eng. Carlos Parra (IEEE)
> Areas of emphasis: Digital Signal Processing and Computer Vision
> Graduated with high honors

Featured Art Exhibitions

Colón Theater of Bogotá, - "infinitos" Immersive theater play by La Quinta del Lobo, 2021
Plataforma Festival, Radial System Berlin, - "Hybris" Immersive performance by La Quinta del Lobo, 2019
Voltaje, Art and technology fair, Bogotá. - "Lumen Club" electronic music and interactive visuals project, 2019.
Center for Performance Research, Brooklyn, NY - "Detached" Interactive Dance+Music Performance, 2017
National Museum of Colombia, Bogota - "Colombia's Natural Resources" Interactive Projection Mapping, 2016
ArtBo, International Art Fair of Bogota, Colombia "Bouncing Sunset" Interactive Installation for Kids, 2010
Nit dels Museus, Barcelona, Spain - "Ona: Body Loops" Interactive Performance Installation, 2010
Sonar Festival, Barcelona, Spain - "WeAreWaves" Interactive Body and Sound Installation, 2009

Professional Experience

SETIAN, Bogotá, Colombia - Electrónics, Interactive Media and audiovisual production Studio, http://setian.co
Chief Director (Founder), 7/2006 to present.
Duties: Executive direction. Interactive technologies developing. Content production. Art direction. Client and found rising.

Selected Accomplishments with Setian:
- *Feria del Millón* **immersive 3D website development.** Developing a 3D virtual environment for an art fair with 12 exhibition rooms and more that 1000 art pieces on sale.
- **Video Projection Mapping for events** as Naturgas, ACP, MEM, Gasnova, AsoEnergía, Analdex among other companies.
- **Web Development for Axure Technologies,** https://axuretechnologies.com
- **Commissioned Art Pieces, Alba Fernanda Triana.** 1. Delirious Fields, 6/2019 (Electrónic system of electromagnetic pendulums). 2. Electronic Gamelan (Interactive Musical Instrument) , 8/2007 to 10/2007, 3. Sounding Score (Interactive Musical Instrument), 6/2011 to 10/2011

- **Commissioned Art Piece, National Museum. of Colombia.** Bouncing Sunset (Interactive Performing Installation) , Presented at ArtBo 9/2010 to 10/2010
- **Media and Audiovisual Director, INDEPAZ (Colombian NGO).** www.indepaz.org.co, 6/2006 to present
- **Webmaster & Brand Designer, Salamandras KPO SAS (Marketing and Communications Company).** www.kpomercadeo.com, 10/2009 to present.
- **Webmaster, Analdex - Asociación Nacional de Comercio Exterior, Colombia.** www.analdex.org, 10/2015 to present.

OMOTIO SAS, Bogotá, Colombia - INTERACTIVE MEDIA AGENCY THAT CREATES UNIQUE EXPERIENCES AND INSTALLATIONS FOR COMMERCIAL EVENTS, MUSEUMS, AND PUBLIC INSTITUTIONS. *http://omotio.com*

Technical Art Director 1/2010 to 1/2014 **& CEO** 1/2015 to present **(Founding Partner)**

Duties: Executive direction. Main new technologies developer. Creative and art director. Client and found rising.

Selected Accomplishments with Omotio:

- Led the development and production of more than 40 successful projects for brands as Sony, Dell, Nissan, AstraZeneca, Pacific Oil and Gas,, CA Technologies and government entities such as the Colombian Government, the National Museum of Colombia and the Memory, Peace and Reconciliation Center of Bogotá.
- Designed and developed the newest and more advanced interactive rooms for the Children's Museum of Bogota.
- Directed the production of a serie of more than 300 animated chapters, and 200 multimedia web resources, as digital for the school texts of one of the largest book publishers in Colombia, Libros & Libros S.A.

CUATIC, Barcelona, Spain - INTERACTIVE EXPERIENCES AND INTERACTIVE DIGITAL MARKETING AGENCY.

Interactive Experiences Developer - Creative, 6/2009 to 6/2010

Duties: Developed interactive experiences and interactive products for a variety of marketing campaigns and clients.

Selected Accomplishments with Cuatic:

- Design and development of a unique Augmented Reality Catalogue, based on a Rubik's cube that offers thousands of possibilities for the client. Each combination of the cube loads and shows a different item of the catalogue. An advanced technology development for early 2010. Launched at the Mobile World Congress in Barcelona, Spain.

Experience as teacher, lecturer and project advisor

HARVESTWORKS, New York, NY, USA.

Technical Advisor and Trainer (1/2018 to 6/2018)

As technical advisor in HarvestWorks, a Digital Arts Center from New York City, I guided and helped in the development of two Interactive Media Projects for the "Artists in Residence 2018" of the organization.

Projects: 1) Software for the theater play "The Space in Between the Letters" by Eva von Schweinitz and 2) Electronics for the Sound Installation "Untied/United" by Beth Bradfish.

PONTIFICIA UNIVERSIDAD JAVERIANA, Bogotá, Colombia.

Lecture Professor (7/2007 to 6/2008 and 1/2015 to 6/2016)

As a member of the Javeriana, pioneered the Art and Technology for Performing Arts studies at the arts department.

Courses: 1. Virtual Theater (07/2007 - 1 Semester), 2. Body, Action and Computer Vision (01/2008 - 1 Semester), 3.Body and New Media (01/2005 - 06/2016 -3 Semesters), 4. Interactive Stages Seminar (05/2008 - 1 Month)

UNILATINA UNIVERSITY (IDENTITY - SCHOOL OF DIGITAL ARTS) Bogotá, Colombia.

Lecture Professor (8/2011 to 12/2014)

At the ID School, lead the creation of the Digital Arts Undergraduate Program, as one of the first in this area in Colombia

Courses: 1. Introduction to Digital Arts (4 semesters), 2. Mobile Apps (2 semesters), 3. Web Design (2 semester) 4. Digital Aesthetics (4 semesters).

UNIVERSIDAD DISTRITAL FRANCISCO JOSÉ DE CALDAS - Bogotá, Colombia.
Workshops: 1. Interactivity for Dancers (11/2012 - 8 hours), 2. Video Projection Mapping Techniques (08/2014 - 16 hours)

UNIVERSIDAD DEL CAUCA - Popayán, Colombia.
Workshops Robotomia Design Expo (11/2007)**:** 1. Interactive art and Computer Vision (4 hours), 2. Computer vision experiments for art installation and design (8 hours).

Technical Skills

Code & Frameworks::	C++, Java, HTML5, Javascript, CSS, PHP, iOS Swift, TouchDesigner, Processing P5, Pure Data, Max/MSP, Flash ActionScript, OpenFrameworks, OpenCV, Arduino, MatLab. Web Server Administration and Content Management Systems as WordPress.
Visual & Multimedia::	Adobe's Creative Cloud: After Effects (95%), Audition (95%), Illustrator (95%), Premiere Pro (95%), Photoshop (80%), Indesign (60%). - 3D Software: Maxon Cinema 4D (40%), 3DMax (30%) - Flash (100% - Obsolete). MS Office and Google Docs.
Music and VJing::	Ableton Live, Logic Pro X, Adobe Audition, Resolume Arena, Modul8, Mad Mapper, Analogue Synthesizers.
Hardware::	Microsoft Kinect, Leap Motion, Nintendo WiiMote, Arduino, PS3 Eye, Myo Sensor, computer vision cameras, controladores MIDI, Mobiles, electrónic sensors.

Academic Honor Mentions

- Honor mention as higher academic excellence for the Thesis Work "*Sistema de reconocimiento de posturas del cuerpo humano*", 2006, Pontificia Universidad Javeriana.
- Academic Excellence at High School Graduation, 2000, Colegio Inglés de Los Andes, Cali Colombia.

Publications

- **Article** for "IX Simposio de tratamiento de señales, imágenes y visión artificial", 07/2004, **Title**: "AFINOMÁTICUS 440: Fundamentación y análisis para la implementación de un afinador automático para las seis cuerdas de una guitarra con un sistema de protección por torque máximo", Universidad Nacional de Colombia, Manizales, Colombia.
- **Article** for "XI Simposio de tratamiento de señales, imágenes y visión artificial", 07/2006, **Title**: "Sistema de reconocimiento de posturas del cuerpo humano", Pontificia Universidad Javeriana, Bogotá, Colombia.
- **Article** for ANDESCON 2006, 11/2006, **Title**: "VITRUVIA: "Interacción hombre-máquina por medio de un sistema de visión artificial", Quito, Ecuador.

Languages

L1: Spanish (Mother tongue)
L2: English (TOEFL Score 100/120 - Exam date: 26/08/2006)