

Sebastian Gonzalez Dixon

Portfolio's web site: www.sebdixon.com

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Creative Director for Electronic Arts Projects // Developer

- Electronics Engineer and Digital Artist with 10 years of experience. Designer and developer of interactive installations, mobile applications and immersive spaces for companies, government organizations, museums and artistic projects.
- Committed leader of designers, animators, developers and production teams. Best friend of mind maps, to-do lists, mockups, schedules and post-its.
- Code developer in main programming languages as C++, HTML, Javascript, CSS, PHP, iOS Swift and different creative coding frameworks. Experienced in motion graphics, video edition, and music production.

Executive and Technical Skills

- Creative Team Leadership
- Technical Team Leadership
- Project Management
- Interactive Marketing Conceptualization
- Interactive Software Development
- Web and Mobile Development
- Video and Animation Production
- Sound and Music Production

Professional Experience

OMOTIO SAS, Bogotá, Colombia - *Interactive Digital Technologies Company developing user experiences and interactive installations for commercial events, museums, and public institutions.*

Technical Art Director & CEO (Founding Partner), 9/2010 to Present

Company's direction. Main new technologies developer. Creative and art director. Client and fund raising.

Selected Accomplishments:

- Led the development and production of more than 40 successful projects for brands as Sony, Dell, Nissan, Pacific Oil and Gas, AstraZeneca and government entities such as the Colombian Government, the National Museum of Colombia and the Memory, Peace and Reconciliation Center of Bogotá.
- Identify opportunities and research new experience possibilities for each client and project.
- Designed and developed the newest and more advanced interactive rooms for the Children's Museum of Bogota.
- Directed the production of more than 300 animated chapters, and 200 multimedia web pages, as resources for a series of educational content for one Colombia's largest book publishers, Libros & Libros S.A.

CUATIC, Barcelona, Spain - *Interactive Experiences and Interactive Digital Marketing Agency.*

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

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

Selected Accomplishments:

- 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.

PONTIFICAL XAVIERIAN UNIVERSITY, Bogotá, Colombia - *World Wide Recognized University of Colombia*

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

Give classes of Computer Vision, New Media and Interactive Installation curses for the Art Faculty students. Pioneer the Art and Technology for Performing Arts branch at the performing arts department.

AS CONTRACTOR - *Using my personal brand, SetianWorks.*

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- **Multimedia and Audiovisual Director, INDEPAZ (Colombian NGO).** www.indepaz.org.co, 6/2006 to 8/2016
- **Web Master & Brand Designer, Salamandras KPO SAS (Marketing and Communications Company).** www.kpomercadeo.com, 10/2009 to present
- **Lecture Professor, Identity School of Digital Arts.** Interactive Installations, Mobile Apps, Music Technologies, 8/2011 to 12/2014
- **Commissioned Art Piece Software, Alba Fernanda Triana.** Electronic Gamelan (Interactive Musical Instrument) , 8/2007 to 10/2007 and Sounding Score (Interactive Musical Instrument), 6/2011 to 10/2011
- **Commissioned Art Piece, National Museum. of Colombia.** Bouncing Sunset (Interactive Performing Installation) , 9/2010 to 10/2010

Featured Art Exhibitions

Sonar Festival, Barcelona, Spain - *"WeAreWaves" Interactive Body and Sound Installation*, 2009
Nit dels Museus, Barcelona, Spain - *"Ona: Body Loops" Interactive Performance Installation*, 2010
ArtBo, International Art Fair of Bogota, Colombia *"Bouncing Sunset" Interactive Installation for Kids*, 2010
National Museum of Colombia, Bogota - *"Colombia's Natural Resources" Interactive Projection Mapping*, 2016

Technology Skills

- Visual & Multimedia::** Adobe's Creative Cloud: Flash (100%), After Effects (95%), Audition (95%), Illustrator (90%), Premiere Pro (90%), Photoshop (80%), Indesign (60%). - 3D Software: Maxon Cinema 4D (30%), 3DMax (30%)
- Code & Frameworks::** C++, iOS Swift, Java, HTML5, Javascript, CSS, PHP, Processing P5, Pure Data, Max/MSP, Flash ActionScript, OpenFrameworks, OpenCV, OpenGL, Arduino, MatLab. Web Server Administration and Content Management Systems as WordPress.
- Music and VJing::** Ableton Live, Logic Pro X, Adobe audition, Resolume Arena, Module8, Mad Mapper.
- Hardware::** Microsoft Kinect, Leap Motion, Nintendo WiiMote, Arduino, PS3 Eye, Computer vision cameras, MIDI Controllers, Mobiles, raw electronic sensors.

Education

POMPEU FABRA UNIVERSITY, Barcelona, Spain

Master of Digital Arts, 12/2009

- Thesis Advisors: PhD. Sergi Jorda (Reactable Systems)

PONTIFICAL XAVIERIAN UNIVERSITY, Bogotá, Colombia

Bachelor in Electronics Engineering, 4/2006

- Thesis Advisors: PhD. Eng. Carlos Parra (IEEE)
- Major: Digital Signal Processing
- Minor: Computer Vision
- Graduated with high honors