

Sebastian Gonzalez Dixon

Portfolio's website: www.setian.co

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Creative Engineer //// Interactive Media Producer //// Coder

- Electronics Engineer BEng and Digital Artist MA with 12 years of experience. Designer and developer of **interactive media installations**, musical interfaces, mobile 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 as **TouchDesigner**, OF, Pure Data, Max/MSP, Processing and Arduino.
- Large experience in **motion graphics** animation, video edition, and **music** production.
- Teacher and Lecturer in different Colombian Universities since 2007. Leader of seminars and workshops in digital arts, code development, technology and related topics.

Featured Art Exhibitions

Plataforma Festival, Radial System Berlin, - "Hybris" Immersive performance by La Quinta del Lobo, 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 as Creative Engineer

OMOTIO SAS, Bogotá, Colombia - *Interactive Media Studio that creates unique experiences and installations for commercial events, museums, and public institutions. Visit <http://omotio.com>*

Technical Art Director & CEO (Founding Partner), 9/2010 to 06/2017

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

Selected Accomplishments:

- Led the development and production of more than 40 successful projects for brands as Sony, Dell, Nissan, Pacific Oil and Gas, AstraZeneca, 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

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.

SETIAN, Bogotá, Colombia - Technologies for Marketing, Education and Culture

- **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) , 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.

Professional Experience as Teacher - 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 help 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 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).

Technology Skills

Code & Frameworks:: C++, iOS Swift, Java, HTML5, Javascript, CSS, PHP, Processing P5, Pure Data, Max/MSP, Flash ActionScript, OpenFrameworks, TouchDesigner, OpenCV, OpenGL, Arduino, MatLab. Web Server Administration and Content Management Systems as WordPress.

Visual & Multimedia:: Adobe's Creative Cloud: After Effects (95%), Audition (95%), Illustrator (90%), Premiere Pro (90%), Photoshop (80%), Indesign (60%). - 3D Software: Maxon Cinema 4D (40%), 3DMax (30%) - Flash (100% - Obsolete)

Music and VJing:: Ableton Live, Logic Pro X, Adobe Audition, Resolume Arena, Module8, Mad Mapper, Analogue Synthesizers.

Hardware:: Microsoft Kinect, Leap Motion, Nintendo WiiMote, Arduino, PS3 Eye, Myo Sensor, 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

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 - Date: 26/08/2006)