

## Andres Pinilla Palacios

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**Location:** Sydney, Australia.

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**Github:** <https://github.com/aepinilla>

**ResearchGate:** <https://www.researchgate.net/profile/Andres-Pinilla-4>

**Google Scholar:** <https://scholar.google.com/citations?user=4KoPCvcAAAAJ&hl=en>

**LinkedIn:** <https://www.linkedin.com/in/andres-pinilla-palacios/>

**OpenScienceFramework (OSF):** <https://osf.io/ykaw3/>

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### SUMMARY

I am a researcher in Human-Computer Interaction (HCI) as a UX Research Scientist. I enjoy designing, developing, and testing interactive experiences. Specifically, Virtual Reality (VR) experiences, with applications in health and civic tech. I earned my PhD from the Technical University Berlin and the University of Technology Sydney (joint program), where I conducted research at the intersection between emotions, neurotechnology and VR. Currently, I am working at the University of Sydney as a Lecturer in Design for VR and Emergent Technologies. I have experience collaborating with interdisciplinary teams and leading groups of people to create products targeted to the market, as well as building prototypes of immersive experiences for research purposes.

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### TECHNICAL SKILLS

**Electrophysiology** (7 years), **Electroencephalography** (4 years), **Electromyography** (2 years), **Electrocardiography** (2 years), **Digital Signal Processing** (7 years), **Inferential Statistics** (8 years), **Python** (5 years), **Data Analysis** (8 years), **Quantitative Research Methods** (8 years), **Scientific Research** (8 years), **User Experience (UX) Research** (6 years), **Experimental Design** (8 years), **Quantitative Analysis of Affective States** (8 years), **C#** (4 years), **Unity** (4 years), **Figma** (2 years), **Machine Learning** (2 years), **Brain-Computer Interfaces (BCI)** (2 years), **Python** (4 years), **LabStreamingLayer (LSL)** (3 years), **MNE-Python** (2 years), **Matlab** (2 years), **R** (2 years), **React Native** (1 year), **Expo** (1 year), **React JS** (1 year), **JavaScript** (4 year), **HTML** (8 years), **CSS** (8 years), **Illustrator** (10 years), **Photoshop** (10 years).

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### EXPERIENCE

#### Associate Lecturer

02/2023 - Present

*University of Sydney, Sydney, NSW*

*School of Architecture, Design and Planning*

**Description:** Lecturing courses in the Master of Interaction Design and Electronic Arts, and in the Bachelor in Design Computing. My responsibilities involve conducting research, teaching, and coordinating a group of tutors.

**Skills:** Public speaking, research, experimental design, design of immersive Virtual Reality environments, User Experience (UX) Research.

#### Courses:

- IDEA Laboratory 1
- Designing for Virtual Reality
- Designing for Emergent Technologies

#### Project initiator

06/2022 – Present

*Sydney, Australia & Bogotá, Colombia*

*Testigos.co*

**Description:** Building a Decentralised Autonomous Organisation (DAO) for community-driven elections auditing. The aim of the project is enabling citizens to audit democratic elections using Distributed Ledger Technologies (DLTs).

**Skills:** Leadership, React Native, Expo, React JS, , blockchain, smart contracts, interpersonal skills, Python, JavaScript.

**Lecturer**

04/2022 – 01/2023

*King's Own Institute (KOI), Sydney, NSW*

**Description:** Lecturer in Human-Computer Interaction (HCI).

**Skills:** Public speaking, lecturing, tutoring, interpersonal skills.

**University Tutor**

04/2021 - 11/2022

*University of New South Wales, Sydney, NSW*

*Faculty of Arts, Design and Architecture*

**Description:** University Tutor in Interaction Design. My teaching was focused on User Experience (UX) Design and Research for Bachelor students.

**Skills:** Public speaking, lecturing, tutoring, interpersonal skills, interaction design, User Experience (UX) Research and Design.

**Research Assistant / Scholarship PhD Student**

01/2019 – 12/2022

*Technical University Berlin, Berlin*

*Faculty of Engineering and Theoretical Computer Science*

**Description:** While conducting my PhD studies, I gained experience conducting research related to cognitive load detection from Electroencephalography (EEG) signals. The project was financed by Huawei.

**Skills:** Python, inferential statistics, psychophysiology, electrophysiology, electroencephalography (EEG), electrocardiography (ECG), electromyography (EMG), digital signal processing, MNE-Python, Matlab, Machine Learning, Brain-Computer Interfaces (BCI).

**Senior Graphics Designer**

02/2017 – 11/2017

*National University of Colombia, Bogota*

*Faculty of Human Sciences, Psychology Department*

**Description:** Conduct User Experience (UX) Design & Research to create the Tobacco Health Warnings for the period 06/2018 – 06/2019 that were used in all the cigarette boxes distributed in Colombia. During this project I collaborated with an interdisciplinary group of psychologists, social scientists, while coordinating a group of designers. The project was financed by the Colombian Ministry of Health, and delegated by the World Health Organisation (WHO)

**Skills:** User Experience (UX) Research and Design, focus groups, group leadership, public speaking, academic writing, survey analysis, quantitative methods.

**Independent UI/UX Designer**

01/2012 – 12/2018

*Independent, Bogota, Colombia*

**Description:** I worked as a Freelance UI/UX Designer and Front-End Developer, creating websites for multiple clients in Latin America, United States and Europe.

**Skills:** User Interface (UI) Design, Front-End Development, HTML, CSS, JavaScript (JS), Illustrator, Photoshop.

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**EDUCATION**

**Doctor of Philosophy (Ph.D.) - Human-Computer Interaction (HCI)**

01/2019 – 03/2022

*Technical University Berlin, Berlin*

*Faculty of Engineering and Theoretical Computer Science, Quality and Usability Lab*

**Thesis:** Affective Visualization in Virtual Reality Systems

**Advisors:** Prof. Dr. -Ing. Sebastian Möller, Prof. Dr. -Ing. Jan-Niklas Voigt-Antons, Dr. Jaime Garcia, Dr. William Raffae.

**Grade:** Cum laude

**Note:** This was a joint degree with the University of Technology Sydney.

**Doctor of Philosophy (Ph.D.) - Human-Computer Interaction (HCI)** 01/2019 – 03/2022  
*University of Technology Sydney, Sydney, NSW*  
*Faculty of Engineering and Information Technology*  
*UTS Games Studio*  
**Thesis:** Affective visualization in Virtual Reality Systems  
**Advisors:** Prof. Dr. -Ing. Sebastian Möller, Prof. Dr. -Ing. Jan-Niklas Voigt-Antons, Dr. Jaime Garcia, Dr. William Raffe.  
**Grade:** 81.75  
**Note:** This was a joint degree with the University of Technology Sydney.

**Master by Research – Psychology (emphasis in Implicit Cognition)** 08/2015 – 05/2017  
*National University of Colombia, Bogota*  
*Faculty of Human Sciences, Psychology Department*  
**Thesis:** Contagio Emocional: Incidencia de los estados emocionales sobre la evaluación de expresiones faciales ("Emotional Contagion: Incidence of emotional estates on the evaluation of facial expressions").  
**Advisor:** Prof. Dr. Ricardo M. Tamayo  
**Average grade:** 4.7 / 5

**Diplomat - Interactive Installations** 08/2011 – 12/2011  
*Unilatina, Bogota*  
**Description:** Diplomat on design and development of interactive installations using Processing.

**Bachelor of Arts (B.A.) - Advertising Art** 08/2010 – 09/2013  
*University of Palermo, Buenos Aires*  
*Faculty of Design and Communication*  
**Thesis:** "La contra-revolución digital: la publicidad como mecanismo de control social en la era de las TICs" (Digital Counter-Revolution: Advertising as social control mechanism in the information and Communication Technologies era").  
**Average grade:** 3.7 / 5

**Technician - Advertising Art** 08/2010 – 09/2013  
*University of Palermo, Buenos Aires*  
*Faculty of Design and Communication*  
**Average Grade:** 3.7 / 5

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## LANGUAGES

- English (Advanced)
  - Spanish (Native)
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## HONORS & AWARDS

**HackYourDistrict 2023** 05/2023  
*Technical University Berlin / National Taiwan University / DAAD*  
The topic of this workshop is the climate-neutral development of urban districts. The event is organised by Technical University Berlin and the National Taiwan University, with the sponsorship of the German Academic Exchange Service (DAAD).

**Post-Thesis award** 11/2021  
*University of Technology Sydney*

**Phd Scholarship** 01/2019  
*Technical University Berlin*

Examining the quality of systems using various virtual reality (VR) and augmented reality (AR) technologies including the creation of VR/AR applications and their empirical evaluation in user studies.

**Graphics Design prize sponsored by Telecom Argentina**  
*Terrorismo Gráfico*

08/2014

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## ACADEMIC SERVICE

- **Reviewer.** Feng, H., Zeng, Y., & Lu, E. (2022). Brain-Inspired Affective Empathy Computational Model and Its Application on Altruistic Rescue Task. **Frontiers in Computational Neuroscience**, 16.
- **Reviewer.** Siento que es una mentira: Origen intuitivo de los juicios de credibilidad sobre las noticias. (I feel it is a lie: Intuitive origin of judgement about news credibility). **Master's Thesis. National University of Colombia (2022).**
- **Advisor.** Presentation system's effect on presence and emotional state. Comparing head-mounted display to computer screen, while watching 360 degree videos. **Master's Thesis. Aalto University, Finland (2021).**

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## VOLUNTEER

### Designer

08/2011 – 08/2012

*FUPREDIS, Buenos Aires, Argentina*

Volunteered as designer and tutor at FUPREDIS, an Argentinian NGO advocating for training and labour insertion of people with disabilities and without mental compromise.

### Construction Volunteer

01/2009 – 01/2013

*Techo, Bogota, Colombia*

Contributed to the construction of emergency houses for people living in condition of extreme poverty.

**References available upon request.**