

# ANDRÉS PIINILLA PALACIOS



RESEARCH  
PSYCHOLOGY  
ENGINEERING  
DESIGN

**Born** January 24, 1991. **From** Bogotá, Colombia. **Living in** Sydney, Australia.

## CONTACT



+61 422 489 874



apinillapalacios@gmail.com

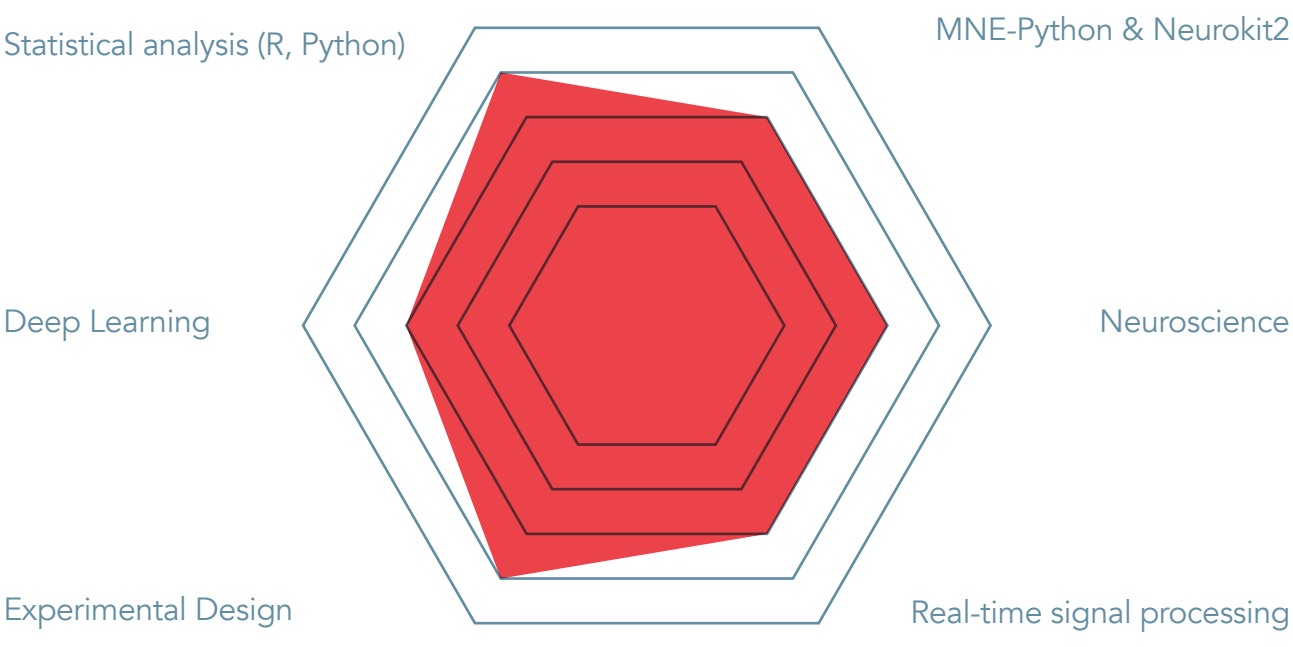


github.com/aepinilla

## ABOUT ME

**Hello!** I have an interdisciplinary background in engineering (PhD) experimental psychology (Master's) and design (Bachelor's). I have experience using Python for analysis of electroencephalography (EEG) signals. Specifically, for analysing affective states of Virtual Reality users. I obtained my PhD degree at the Technische Universität Berlin and University of Technology Sydney (joint program). I am currently working as a university lecturer in emergent technologies, while building two personal projects: Testigos.co (a blockchain-based system for fraud detection in governmental elections) and Economato (an app that helps small grocery store owners to automatically detect price changes in products purchased to their suppliers).

## SKILLS



## KNOWLEDGE & EXPERIENCE

● Education ● Work

- 2023** ● **Associate Lecturer in Design** (02/2023 - Present)  
**University of Sydney, Australia.**  
Courses:
  - Designing for Virtual Reality
  - Design of interactive digital environments
- 2022** ● **University Tutor** (05/2021 - 12/2022)  
**University of New South Wales, Sydney, Australia.**  
Courses: Interaction Design 1and 2 (Bachelor's)
  - **University Lecturer** (04/2022 - 12/2022)  
**King's Own Institue (KOI), Sydney, Australia.**  
Course: Human-Computer Interaction (Bachelor)
  - **Research Assistant / Scholarshisp PhD Student** (2019 - 2022)  
**Technische Unviersität Berlin & University of Technology Sydney (Joint Docotoral Program).**  
**PhD 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 Raffé
- 2021** ● **Course supervisor** (2021)  
**Technische Universität Berlin, Berlin, Germany.**  
Course: Interdisciplinary Media Project (Bachelor's and Master's)
- 2018** ● **Front-End Developer and UI Designer** (2012 - 2018)  
**Freelancer for companies in Latin America, USA and Europe.**
- 2017** ● **Master's Degree in Psychology** (2015 - 2017)  
**National University of Colombia**  
**Emphasis:** Research in implicit cognition  
**Research Topic:** Emotional Contagion  
**Master's Thesis:** "Contagio Emocional: Incidencia de los estados emocionales sobre la evaluación de expresiones faciales ("Emotional Contagion: Incidences of emotional estates on the evaluation of facial expressions")  
**Advisor:** Prof. Dr. Ricardo M. Tamayo
  - **Senior Graphics Designer** (07/2017 - 12/2017)  
**National University of Colombia**  
Design the Tobacco Health Warnings for the period 2018 - 2019 that were used in all the cigarette boxes distributed in Colombia.
- 2013** ● **Bachelor's Degree in Advertising Art Direction** (2010 - 2013)  
**Universidad de Palermo**  
**Bachelor's 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").
- 2008** ● **Academic Bachelorship in Sciences and Research** (1997 - 2008)  
**Instituto Alberto Merani**  
**Bachelorship's Thesis:** "Dinámicas Grupales y Facotres Asociados al Liderazgo y al Rechazo" ("Group Dynamics and Factors Associated to Leadership and Rejection").  
**Advisor:** Sonia de Zubiría

## PERSONAL PROJECTS

- **Testigos.co**  
Blockchain-based system for fraud detection in governmental elections.
- **Economato**  
Helping small grocery stores to detect price changes in times of high inflation. The app automatically reads invoices that comply with the Universal Bussiness Language (UBL) standard, and reports price changes to store owners

## MANUSCRIPTS

- Pinilla, A., Voigt-Antons, J.N., Garcia, J., Raffé, W., Möller S. (2022). Real-time affect detection in virtual reality: a technique based on a three-dimensional model of affect and EEG signals. **Frontiers in Virtual Reality**, vol. 3, p. 964754, doi: 10.3389/frvir.2022.964754.
- Pinilla, A., Garcia, J., Raffé, W., Voigt-Antons, J.N., Spang, R., Möller, S. (2021). Affective Visualization in Virtual Reality: An Integrative Review. **Frontiers in Virtual Reality**, vol. 2, p. 630731, 2021, doi: 10.3389/frvir.2021.630731.
- Pinilla, A., Garcia, J., Raffé, W., Voigt-Antons, J.N., Möller S. (2021). Visual representation of emotions in Virtual Reality. **PsyArXiv**. 10.31234/osf.io/9jguh.
- Pinilla, A., Neira, J., Tamayo R. M. (2020). How do Induced Affective States Bias Emotional Contagion to Faces? A three-dimensional model. **Frontiers in Psychology**.
- Voigt-Antons, J., Lehtonen, E., Pinilla A., Ali, D., Kojic, T., Möller S. (2020). Comparing Emotional States Induced by 360° Videos Via Head-Mounted Display and Computer Screen. **QoMex** 2020.
- Perkins et al (2020). QUALINET White Paper on Definitions of Immersive Media Experience (IMEx).
- Tamayo et al (2017). Construcción y Evaluación de Advertencias Sanitarias Sobre el Consumo de Tabaco en Colombia Basadas en Evidencia Científica (Construction and Evaluation of Sanitary Warnings About Tobacco Consumption Based On Scientific Evidence). **Technical Report. National University of Colombia.**

## LANGUAGES

SPANISH (NATIVE)



ENGLISH

