

# CRISTINA BOTTA

MSc in Digital Media and  
independent researcher |  
STEAM educator | Graphic and  
media designer

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 crisbotta

## EDUCATION

### University of Bremen / University of the Arts Bremen

MSC IN DIGITAL MEDIA

Bremen, DE

2008 - 2011

- Inter-University Study Program in cooperation between the University of Bremen, University of the Arts Bremen, and Universities of Applied Sciences Bremen and Bremerhaven.
- Master project focused on game-based learning, mobile and context aware games, and interaction design
- Master thesis focused on how storytelling structures and the limitations of simulations affect how video games are designed and played.

### Centro Universitário SENAC

POSTGRADUATE DEGREE IN HIGHER EDUCATION

São Paulo, BR

2012

- Dissertation focused on the history, design and use of educational software and games.

### Centro Universitário Belas Artes de São Paulo

BA IN GRAPHIC DESIGN

São Paulo, BR

2001-2005

- Graduation project focused on showing through images and design the importance of play during childhood.

## PROFESSIONAL EXPERIENCE

### SESC SP Serviço Social do Comércio

ARTS AND TECHNOLOGY EDUCATOR

São Paulo, BR

05/2012 - 06/2022

- Elaborate and teach workshops, activities and courses on subjects related to arts, culture, technology and digital literacy for all age groups. Promote social inclusion and a meaningful and critical appropriation of the use of technology.
- Write texts for use in the dissemination of activities. Create materials for online activities, including photography and graphics, and editing and narrating videos.
- Research and curate activities, working with invited artists, teachers and specialists to adapt these activities taking into consideration the institution's and the public's needs.
- Work in collaboration with other teams at SESC in areas such as social development, after school programs, youth group, music, tourism, sports, literature.
- Research new trends in art, media, technology and digital culture.
- Research open source software and hardware for use in art education, digital literacy, digital fabrication, game design, graphic arts, science.
- Decide which new equipment and materials would be needed and acquired.

### IN2 - AI-powered web solutions

JUNIOR CONSULTANT

Bremen, DE

04/2009 - 09/2009

- Analysis and feedback on user requirements.
- Contribute to the creation of business, dissemination and communication plans.
- Design logos and prepare presentation materials.

### Gabler Werbeagentur GmbH

JUNIOR DESIGNER

Stuttgart, DE

06/2008 - 12/2008

- Design of websites, logos, flyers, mascots, catalogs, and visual identity.
- Flash animations and web banners, and the HTML/CSS part of websites.

### Lua Branca

ART ASSISTANT

São Paulo, BR

01/2006 - 03/2007

- Design of logos and flyers, image treatment, illustration, layout.
- Development of Flash websites, animations and web banners.



## ABOUT ME

Digital media specialist, interested in digital artifacts preservation and archiving, software and video game studies and history, and the use of technology in education. I have ten years experience working with diverse communities in digital literacy and STEAM in informal education.

## SKILLS

Linux

Diverse graphical software

Scratch

HTML-CSS

C

Java

## LANGUAGES

English • Fluent

Portuguese • Native

German • Intermediate

## HOBBIES

LEGO, drawing and painting, hiking, strategy video games, baking, reading non-fiction from areas completely unrelated to my research. I contribute to some open-source software projects (at the moment only with testing, translations and feedback, but I want to contribute with code in the future).