



Cristóbal Valenzuela Barrera

 cvalenzuela@nyu.edu

 +1 347-836-3971

 linkedin.com/in/cvalenzuelab

 http://cvalenzuelab.com

Education

New York University

New York, USA

MPS, ITP - Interactive Telecommunications Program, 2016 - 2018 (expected)

Universidad Adolfo Ibáñez (UAI) School of Design

Santiago, Chile

Master of Arts in Design, April 2013

- Cumulative Graduate GPA: 6.6/7.0
- 2013 Valedictorian
- M.A Thesis: Planned Obsolescence: Three projects exploring the lifecycle of consumer electronics. 7.0/7.0

Universidad Adolfo Ibáñez (UAI) School of Economics and Management

Santiago, Chile

Bachelor of Business Administration, Minor in Cinema, December 2012

- Cumulative Undergraduate GPA: 6.0/7.0
- 2012 Valedictorian
- Academic Excellence Scholarship, Honor Student Courses

Work Experience

IDEMAX, Innovation and Design Consulting Firm

Santiago, Chile

Project Director

Mar 2013 - June 2016

- Designed, led and managed innovation and design-consulting projects for companies in healthcare, energy, food, technology and finance industries.
- Worked with multidisciplinary teams developing new services and products.

Universidad Adolfo Ibáñez (UAI) Design Lab

Santiago, Chile

Adjunct Professor

Jan 2015 - June 2016

- Worked at the *Center for Emerging Interfaces*, focusing research and teaching on physical computing, digital technologies, media arts and data visualization.
- Advised and reviewed Master's student's theses.

E3P, Triple Impact Education

Santiago, Chile

Partner

Sept 2014 - Present

- Designed and developed "Granjeros" a board game that aims to provide a new economic reality by promoting an alternative game that brings forth a new set of values that, thought it recognizes competition as a driving force behind growth and development, it balances it with cooperation, honesty, empathy and accountability.
- Managed and created the company long-term strategic plan.

Universidad Adolfo Ibáñez (UAI) Design Lab

Santiago, Chile

Research Assistant and Teaching Assistant

Jan 2013 - Dec 2014

- T.A. for graduate design Studio I (Carolina Pino) , Studio II (Diego Pinochet) and Studio III (Ph.D Luis Valenzuela and Ph.D Jeannette Sordi).

- Introduction to Econometrics and Intermediate Econometrics for Phd. José Miguel Benavente.

Skills

- **Programming/Computing/Software/Hardware:** Proficient with HTML, CSS, Javascript, Node, Processing, Arduino, and electronic prototyping knowledge. Familiar with standard digital fabrication tools: 3D printers, Laser Cutters, CNC, etc. Proficient with Apple OS X, MS Windows, MS Office, Adobe Creative Suite. Basic 3D modeling skills.
- **Languages:** Native Spanish, Fluent English (TOEFL iBT 107 - IELTS Overall Band 7.5)

Exhibitions + Showcases

- **NYC Media Lab 16** **Columbia University, NY**
Ex-porta
- **Demand Solution IABD - 2015** **Biblioteca Nacional de Perú, Lima**
A *Data Visualization* based on the Inter-American Development Bank (IABD) commerce and regional data.
- **IV Regional Conference of Open Data for Latin America and the Caribbean - 2015** **Centro Gabriela Mistral, Chile**
Visualizing Chilean Economy and Exportations
- **Lollapalooza Festival - 2014** **Parque O'Higgins, Chile**
Cuando Escucho Rock - Interactive Installation
- **Think in Cooper Contest - 2013** **Museum of Modern Art, Chile**
CuVEST: A mining work cooper based jacket for input/output processing.
- **Matilde Perez Art and Technology Contest - 2012** **Telefónica Foundation, Chile**
Regresión: Interactive and visual exhibition
- **Global Innovation Tournament - 2009** **Stanford University, CA**
Ahorra tu Vuelto, platform for savings on everyday transactions

Awards + Honors

- | | |
|--|------|
| • Chilean National Commission of Scientific Research and Technology Scholarship for Abroad Studies | 2016 |
| • VisualizaDA! Data Visualization Contest, Chilean Council for Culture and the Arts: First Place | 2015 |
| • Bank of Chile Hackathon: Third Place | 2015 |
| • MA UAI Valedictorian | 2013 |
| • Think in Cooper Contest MAC & Minera Los Pelambres - Mención Honrosa | 2012 |
| • Matilde Perez Art & Tech Contest - Fundación Telefónica: Third Place | 2012 |
| • III UAI Short Film Competition: First Place | 2012 |
| • UAI Undergraduate Academic Excellence Scholarship | 2011 |
| • I UAI Short Film Competition: First Place | 2010 |
| • Stanford Global Innovation Tournament: First Place | 2009 |

Teaching

- **Proposal Studio - 2015:** graduate design studio at UAI School of Design. Taught alongside with Phd. Alex Tsamis.
- **Web Design: A Project-Based Approach - 2015 :** third-year undergraduate business course part of UAI Design Minor.
- **Studio I: Deep Dive - 2015:** first-year graduate design studio at UAI School of Design.
- **Tinker Trak - 2015:** programming courses using Scratch for low-income schools in Santiago.
- **Pioneros Workshop - 2014:** a workshop for high school students in collaboration with UAI Engineering School.
- **SAP! - 2013:** digital fabrication workshop for low-income high school teachers in Santiago.

Invited Talks + Presentations

- III Forum for Entrepreneurship and Innovation LAB4+ México, 2015
- Planned Obsolescence and Bio Design - Lecture with DesignLab's dean Sergio Araya Chile, 2015
- International Festival of Social Innovation (fiiS) Chile, 2015
- World Class Seminar - Universidad de Chile Chile, 2015
- B-Corps and Ethics Class - Universidad Federico Santa María Chile, 2015
- Centre for Social Innovation - Universidad Católica de Chile Chile, 2014
- Ignite SCL Chile, 2013