

Cristian Díaz — Curriculum Vitæ

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I develop accessible spatial computing apps for iOS, macOS, and visionOS that enable users to explore, consume, and create.

Education

2007...2008	El Centro de Formación CICE en Madrid (ES) <ul style="list-style-type: none">• M.S. Computer Programming• M.C.A. Computer Games
2001...2003	Universidad del Pacífico (CL) <ul style="list-style-type: none">• M.S. of Technology (MTech), Internet/Multimedia• M.S. Maya 3D
1998...2003	Universidad de Chile (CL) B.L.A. Arts and Sciences/Liberal Studies
Other	<ul style="list-style-type: none">• Metal/WebGPU/WebGL• GLSL Shaders• IBM — A developer's guide to the Internet of Things (IoT)• Stuff That Talks To The Interwebs (ST4i)• Core Data Performance and Concurrency• Advanced iOS programming• Unity

Awards

2017	Frost & Sullivan (US) <ul style="list-style-type: none">• digital co-driver Chris
2016	CES Innovation (US) <ul style="list-style-type: none">• QardioBase wireless scale
	Red Dot Design (DE) <ul style="list-style-type: none">• QardioBase wireless scale
2015	Red Dot Design (DE) <ul style="list-style-type: none">• QardioCore EKG monitor
2011	Inspirational (ES) Silver “place your music” - Vodafone
2010	Best Pack (ES) Bronze “laeraaquarius” - Coca Cola
	SOL (ES) Bronze “grantemazo” - Ballantines

2009	SOL (ES) <ul style="list-style-type: none"> • Gold “kinkiahorro” - BurgerKing • Bronze “pesetaexperience” - Ballantines • Bronze “minutos” - Vodafone
2006	ACHAP (CL) <ul style="list-style-type: none"> • Gold "Banda" - Motorola • Gold "Celos" - Abismo Bikinis
	EL OJO DE IBEROAMERICA (CL) <ul style="list-style-type: none"> • Gold "Celos" - Abismo Bikinis • Silver "Celos" - Abismo Bikinis • Bronze "Vocación" - Universidad SEK
	FIAP (CL) <ul style="list-style-type: none"> • Silver "Banda" - Motorola • Bronze "Celos" - Abismo Bikinis
	BIG (CL) <ul style="list-style-type: none"> • Gold "Super Pato " - Banco Estado
2005	BIG (CL) <ul style="list-style-type: none"> • Gold "Business One" - SAP
	ACHAP (CL) <ul style="list-style-type: none"> • Grand Prix "Motorazr" - Motorola • Gold "Video" - Motorola • Gold "Motorazr" - Motorola • Silver "Finding" - Motorola • Silver "Business One" - SAP • Bronze "Corte" - Motorola • Bronze "Fuego" - Calaf • Bronze "Business One" - SAP
	AMI (CL) <ul style="list-style-type: none"> • Gold “Viña Gracia” - Viña Gracia

Workshops

09/2023	try! Swift NYC (US) Accessible Spatial Computing <ul style="list-style-type: none"> • https://www.tryswift.co/events/2023/nyc/
2015	Método White (ES) SpriteKit
2014	IAB (ES) Responsive Design

Professional Experience

02/2023...	monstarlab (DE) Lead Engineer <ul style="list-style-type: none"> • Researched accessible spatial computing • Established bases for the spatial computing practice • Collaborated across departments to develop immersive technology • Implemented several AR apps and related debugging tools. • Managed cross-market workshops. • Promoted open source efforts creating RealityKit debugging tools
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10/2021...02/2023	monstarlab (DE) Senior iOS Developer <ul style="list-style-type: none"> • Implemented apps and POCs at the edge • Established architecture and documentation practices • Facilitated the single ecosystem / cross platform mindset creation • Led the AR practice • Contributed to the Accessibility culture
01/2021...10/2021	210x7 (DE) Freelance <ul style="list-style-type: none"> • Optimized macOS apps across the board • Helped to adopt new technologies • Innovated in architecture and pipeline approach
01/2020...12/2021	WeatherPro/DTN (DE) Consultant <ul style="list-style-type: none"> • Developed the next generation of WeatherPro • Facilitated next in pipeline DTN components • Executed accessibility audits
01/2017...02/2019	German Autolabs (DE) Lead Developer <ul style="list-style-type: none"> • Implemented a highly demanding BLE app • Collaborated on the protocols for communication • Collaborated Cross-Functionally with NLP and ML teams • Contributed to firmware development • Managed vendors
06/2015...09/2016	Qardio, Inc. (NL) Lead Developer <ul style="list-style-type: none"> • Implemented a highly demanding BLE app • Collaborated on the protocols for communication • Initiated the big refactor • Collaborated on healthcare research and licensing • Researched accessibility
03/2010...11/2012	d-raíz (ES) Technical Director R+D Department <ul style="list-style-type: none"> • Assisted teams in utilizing and advancing new technologies • Collaborated on the implementation of several award-winning experiences
07/2008...12/2009	Wysiwyg (ES) Lead Developer <ul style="list-style-type: none"> • Collaborated on the implementation of several award-winning experiences • Led the interactive team to one of the most rewarded phases
02/2007...07/2008	MRM//McCann (ES) Lead Developer <ul style="list-style-type: none"> • Implemented several tech challenging experiences
05/2004...12/2006	Ogilvy & Mather (CL) Lead Developer <ul style="list-style-type: none"> • Coordinated the interactive team to create one of the best winning methods
2001...2004	raízdigital (CL) Technical Director <ul style="list-style-type: none"> • Researched interactive technologies
2000...2001	Arca Comunicaciones (CL) Web developer <ul style="list-style-type: none"> • init

Teaching

2012...2015	Método White (ES) Developer <ul style="list-style-type: none">• Founding Member of an app school/workshop• Designed and implemented multiple apps• Collaborated with alumni to build the methodology foundations• Constructed workshops and tailored training sessions
2010...2014	CICE (ES) Instructor <ul style="list-style-type: none">• Executed several M.S. computer related courses
2006	Universidad del desarrollo (CL) Instructor <ul style="list-style-type: none">• Teach multimedia to students studying cinema and advertising

Talks and Presentations

10/2023	Copenhagen Swift & Cocoa meet-up (DK) Accessible Spatial Computing <ul style="list-style-type: none">• https://www.meetup.com/copenhagencocoa
09/2023	try! Swift NYC (US) Accessible Spatial Computing <ul style="list-style-type: none">• https://www.tryswift.co/events/2023/nyc/
06/2023	try! Swift DUB DUB Accessible Spatial Computing <ul style="list-style-type: none">• https://www.tryswift.co/dub-dub
05/2023	Unicode (ES) Realidad desbordada <ul style="list-style-type: none">• https://podcasts.mongodb.com/public/115/Unicode(U+00D1)-Podcast-9f56b04f/77aaf87e
04/2023	Borderless Engineering Sessions (DE) Augmented Reality for Accessibility: Solving the right problem <ul style="list-style-type: none">• https://www.youtube.com/watch?v=1zkKem7kHAQ
09/2022	Borderless Engineering Sessions (DE) Beyond ARKit <ul style="list-style-type: none">• https://www.youtube.com/watch?v=ev0k0kS34BQ
11/2012	Premios Inspirational (ES) Diseño responsable <ul style="list-style-type: none">• https://vimeo.com/53441437