# Rodolfo Segrera

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### **EDUCATION**

2013 - 2015 MFA, Design and Technology

Parsons, The New School for Design

New York, U.S.A

2005 - 2010 **Bachelor, Fine Arts** 

Universidad de Bogotá Jorge Tadeo Lozano

Cartagena, Colombia

2005 - 2008 **Technologist in Audiovisuals and Multimedia** 

Universidad de Bogotá Jorge Tadeo Lozano

Cartagena, Colombia

### **OTHER STUDIES**

#### 2009 **Diploma on Art Practice**

Universidad de Bogotá Jorge Tadeo Lozano

Cartagena, Colombia

# 2008 Data Visualization Workshop

Universidad de Bogotá Jorge Tadeo Lozano

Cartagena, Colombia

# **Colombian Video Art History Seminar**

Universidad de Bogotá Jorge Tadeo Lozano

Cartagena, Colombia

#### 2007 **Course in Art Appreciation**

Universidad de Bogotá Jorge Tadeo Lozano

Cartagena, Colombia

#### 2005 **Course on Electronic Music Production**

Escuela Sonica

Buenos Aires, Argentina

## **ACADEMIC AWARDS AND RECOGNITION**

# 2015 CAC Research and Creation Fellowship

Chronus Art Center Shanghai, China

## 2015 Honors Degree

MFA Design and Technology Parson, The New School New York, U.S.A

# 2013 Provost Scholarship

Parsons The New School for Design Tuition award for MFA Design and Technology U.S.A

# 2012 Fulbright Scholarship

Grant for Studying a Master Degree Program at U.S.A Colombia

# 2008 Jorge Tadeo Lozano Award

Universidad de Bogotá Jorge Tadeo Lozano Maximum distinction given by this institution for academic excellence. Cartagena, Colombia

# 2007 D-muestra Award

Universidad de Bogotá Jorge Tadeo Lozano

Distinction given for producing the best audiovisual work piece in this institution each academic year.

Cartagena, Colombia

## 2006 D-muestra Award

Universidad de Bogotá Jorge Tadeo Lozano

Distinction given for producing the best audiovisual work piece in this institution each academic year.

Cartagena, Colombia

## **SELECTED EXHIBITIONS**

## 2014 SIGGRAPH – Vancouver, Canada

South by Southwest - Austin, TX, U.S.A

International Performance Biennale, Houston, TX, U.S.A

COLLISION 20 - Boston Cyberarts Gallery, Boston, MA, U.S.A

COLLISION 21 - Boston Cyberarts Gallery, Boston, MA, U.S.A

# 2013 Emoji – Eyebeam, New York, U.S.A

**Meraki** – Agora Collective, Berlin, New York.

Meraki - Harvestworks, New York, U.S.A

La Otra - Tierra Bomba, Cartagena, Colombia

La Otra - Ciudad Móbil, Cartagena Colombia

2012 Esto es lo que Estamos Haciendo Ahora – Galeria Rafael Ortiz, Caartagena, Colombia.

**DosPuntoCero - Esfera Pública y Participación,** Museo Bolivariano de Arte Contemporáneo / Espacios Alternativos, Santa Marta, Colombia.

Experiencias Cotoplónicas del Tercer Tipo, El Cotoplón, Tunja, Colombia.

La Noche Corta, Cine Club Quiebra Canto, Cartagena, Colombia.

**2010 Ripping – Toma, Mezcla, Quema,** Centro de Formación de la Cooperación Española, Cartagena, Colombia.

2009 Bienal de Arte de Bogotá, Museo de Arte Moderno de Bogotá, Bogotá, Colombia.

Semana por la Memoria, Museo de Arte Moderno de Cartagena, Cartagena, Colombia.

El Dibujo es Mentira, Alianza Colombo-Francesa, Barranquilla, Colombia.

Reactivaciones / Espacio de Experimentación, Centro de Formación de la Cooperación Española, Cartagena, Colombia.

2008 Segunda Semana de las Artes, Universidad Tecnológica de Bolívar, Cartagena, Colombia.
Il Encuentro Nacional de Facultades de Arte, Museo de Arte de Sincelejo, Sincelejo, Colombia.

Tadeo + Arte, Universidad de Bogotá Jorge Tadeo Lozano, Catagena, Colombia.

**48 Festival Internacional de Cine de Cartagena**, Museo de Arte Moderno de Cartagena, Colombia.

### **TEACHING EXPERIENCE**

2015 Parsons, The New school

Teaching Assistant: Physical Computing 2.

New York, USA

2015 Parsons, The New school

**Teaching Assistant:** BFA Design and Technology Thesis Students

Advisory.

New York, USA

2014 Parsons, The New school

Research Assistant: Research on creative wearable technology with

Professor Sabine Seymour.

New York, USA

2014 Parsons, The New school

Teaching Assistant: Physical Computing 1.

New York, USA

2014 Parsons, The New school

**Teaching Fellowship:** Creative Web Technologies Bootcamp

New York, USA

2014 Parsons, The New school

Teaching Assistant: BFA Design and Technology Thesis Students

Advisory.

New York, USA

2012 Universidad de Bogotá Jorge Tadeo Lozano

Adjunct Professor: Seminar courses "Digital Arts" and "Art and Trans-

humanism.

Cartagena, Colombia

2010 Casa-productora

Workshop, Digital Compositing and VFX

Cartagena, Colombia

2009 Comisión Nacional de Reparación

**Workshop**, "Experimental Photography" Montes de María, El Salado, Colombia

# PROFESSIONAL EXPERIENCE AND RELATED ACTIVITIES

2014 New Inc, The New Museum

Studio practice and research.

New York, U.S.A

2012 - 2013 Espacio Intermitente, Nomad Platform for Contemporary Art

Co-director: Creation of Independent projects, exhibitions, organization and

logistics.

Cartagena, Colombia

2012 - 2013 Metrocubico

Co-director: Creation of Independent projects, exhibitions, organization and

of the mobile public gallery.

Cartagena, Colombia

2011 - 2014 Museo de Arte y Medio Ambiente (MuMar)

Art and Technology Consultant and Advisor: Evaluation and direction of

technological processes involved within the museum projects.

Cartagena, Colombia

2010 - 2011 Animation Division (ANIDIV)

Creative Director: Creation, direction and production of 2D and 3D

animations, VFX and Motion Design.

Cartagena, Colombia

2009 URE-DÓS Relacional, Art Practice and Mediation Laboratory

Advisor and Asistant: Monitoring and evaluating students' processes.

## **SELECTED LECTURES**

- 2015 Lecture, "Redrawing the Lines", Chronus Art Center, Shanghai, China.
- 2015 Lecture, "Designing the Unknown", Tongji University, Shanghai, China.
- 2015 Lecture, "Virtualized Reality, Realized Virtuality", Tongji University, Shanghai, China.
- 2015 Lecture, "Virtualized Reality, Realized Virtuality", Kartel Lounge, Shanghai, China.
- 2013 Lecture, "Man-machine Integration", DORKBOT, Columbia University, New York, U.S.A
- 2012 Lecture, "Solargraphy", Universidad de Bogotá Jorge Tadeo Lozano, Cartagena, Colombia.
- **2009** Lecture, "Umbilical, More Than an Exercise" Contextual Art Practice, Centro de Formación de la Cooperación Española, Cartagena, Colombia.
  - Lecture, "Communication Guerrilla", Art Practice and Mediation Laboratory, Montería, Colombia.
- 2008 Lecture, "Archipiélago Fractal", 2<sup>nd</sup> National Art Schools Gathering, Montería, Colombia.

# **CATALOGUES, ARTICLES AND PUBLICATIONS**

- \* LEONARDO MIT Press, Boston, U.S.A, 2014
- \* SIGGRAPH Art Gallery Open Publication, Vancouver, Canada, 2014
- \* Association of Art and Science's Journal Japan, 2014
- \* Huffington Post Transiconmorphosis performance at EYEBEAM New York
- \* The Verge Article about Transiconmorphosis performance at EYEBEAM New York, 2014
- \* Svenska Dagbladet, Smileys can hide how we feel, Stockholm, Sweden, 2014
- \* One Herald Australia Article about Transiconmorphosis performance at EYEBEAM New York, 2014
- \* The New Yorker Article about Transiconmorphosis performance at EYEBEAM New York, 2014
- \* Wired Article about Transiconmorphosis performance at EYEBEAM New York, 2014
- \* MERAKI, harvestworks International Art Collective, New York, 2014
- \* Inculto Digital "A Very Interesting Geek", Colombia, 2013.
- \* Martinez, Maria F. "A Promising Young Artist", Gente Tadeo digital magazine, pgs. 6-8, Cartagena, Colombia, 2012

- \* Mejía, Javier "The Residence", press, Red de Artistas del Caribe. Cartagena, Colombia, 2012.
- \* El Itinerante. "Virtual Exhibition in Alternative Spaces", cultural press, Colombia, 2012.
- \* Diario del Magdalena. "Bolivarian Museum Joins Virtual Exhibition DosPuntoCero", press, Santa Marta, Colombia, 2012.
- \* Olano, José, "Cotoplonic Experiences of the Third Kind", catalogue. Cartagena, Colombia, 2012.
- \* Villamil Adriana. "Visual Artists Showing Their Work at El Cotoplón", press, Boyaca Siete Días, Tunja, Colombia, 2012.
- \* Orozco, Dálida, "Art is Submerged into the Caribbean Sea", press, El Heraldo. Cartagena, Colombia, 2012.
- \* Cardona, Gloria, "Underwater Museum", cultural press, El Universal. Cartagena, Colombia, 2012.
- \* Ontiveros, Sandra, "A Place for Art and Environment", press, El Universal. Cartagena, Colombia, 2012.
- \* Zúñiga, Manuel, "Ripping, rip, mix, burn", catalogue. Cartagena, Colombia, 2010.
- \* Martinez, Maria F. "Art Laboratory at El Salado", La Brújula magazine No.22, pgs. 26-29, ISSN 1909-5201, Bogotá, Colombia, 2009.
- \* Acuña Gabriel, "Drawing is a Lie!" catalogue. Barranquilla, Colombia, 2009.
- \* Zúñiga, Manuel, "UREDOS\_Relational", catalogue. Cartagena, Colombia, 2009.

# **SELECTED SCREENINGS**

- 2013 Animal New York, New York, U.S.A
- 2012 Digital Agenda, short documentary / interview, ETB, Bogotá, Colombia.
  De Mañanita, TV Interview, El Kanal, Tunja, Colombia.
- 2007 "GIGA" Opera prima, short TV documentary / interview, Señal Colombia, Colombia. "Yacunah" Opera prima, short TV documentary / interview, Señal Colombia, Colombia. Sub 30, short TV documentary / interview, Señal Colombia, Colombia.

### SELECTED AUDIOVISUAL FIELD EXPERIENCE

- **2012** Tierra Escarlata, short film. Assistant Director of Photography, Córdoba, Colombia.
- 2011 Marina de Barú, commercial. Director, Barú, Colombia.
  - **Encuentro de los Mundos**, documentary. Director, camera, editing, Barú, Colombia. **COLOMBIA: Windsurfing Into The Unknown**, documentary film. Camera, editing and VFX.
- **2009** Sobre la Franja Amarilla Creation and Research Laboratories, documentary film for the Ministry of Culture. Editing and sound track design, Cartagena, Colombia.
- 2008 Tadeo + Arte, documentary film, Editing Cartagena, Colombia.
  Carbones del Carare, 3D animation / simulation. Screenplay, direction, editing, animation, soundtrack design, Cartagena, Colombia.
- 2007 Los Rostros de las Fiestas, documentary film. Sound track design, Cartagena Colombia.
- **Yacunah**, animated short film. Digital compositing, editing, soundtrack design, Cartagena, Colombia.

**GIGA, prueba tu capacidad**, short film. Screenplay, direction, editing, soundtrack design, Cartagena, Colombia.

#### **SKILLS**

- *Programming experience:* Processing, Arduino, Python, Linux, HTML5, CSS3, Javascript / JQuery, NodeJS, OpenFrameworks, Action Script 2.0, Max MSP Jitter, puredata.
- Physical Computing, robotics, Interactive Installations, sensor programming.
- Web Technologies, networking and wireless communications (wifi, bluetooth 2.0 4.0, RF).
- Audiovisuals: Video Production, Camera, Photography, Video Editing, VFX, Digital Compositing, Motion Design, 2D and 3D animation, Electronic / digital music production.
- Trans-disciplinary Research and creative practice.
- · Team work leadership.
- · Creative Problem Solving, logical solutions, analytic and systematic.
- Confident communicator while teaching or speaking in public.