

# MANUEL PALENQUE

CREATIVE TECHNOLOGIST | A/V ARTIST | EDUCATOR

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[Link to Portfolio](#)

[Link to Reel](#)

## PROFESSIONAL PROFILE

Creative Technologist and Visual Artist with over 15 years of experience specializing in immersive audiovisual experiences and interactive installations. Recognized for bridging the gap between art and advanced technology. **Extensive international experience** leading projects and teaching in major hubs including **Tokyo**, Hong Kong, Berlin, and the United States. Dedicated educator with a strong track record of conducting workshops on interactive technology for universities and cultural institutions worldwide.

## TECHNICAL EXPERTISE

### REAL-TIME ENGINES & GRAPHICS

Unity, Unreal Engine, WebXR, Three.js, WebGPU, GLSL/HLSL

### AI & COMPUTER VISION

MediaPipe, OpenCV, YOLO, Python, Depth Sensing (LiDAR)

### GENERATIVE AI & AGENTIC SYSTEMS

ComfyUI, Stable Diffusion, LLM Integration, MCP, Agentic Pipelines

### MULTIMEDIA & PROTOCOLS

vvvv, Blender, Ableton Live, MIDI, OSC, ArtNet

## SELECTED ACADEMIC & TEACHING EXPERIENCE

Current	<b>Founder &amp; Lead Educator   dataraiz</b> Remote / Global <i>Leading a medialab and creative technology education platform.</i>
2025	<b>Guest Lecturer   Talk on Art &amp; Tech Transition</b> AiAiAi, Guadalajara, MX
2025	<b>Workshop Leader   Interactive Tech for Theatre</b> Buenos Aires, AR
2025	<b>Seminar Leader   Technology and Dance</b> Museo MAR, Mar del Plata, AR
2017	<b>Workshop Leader   Node Festival</b> Berlin, DE
2016	<b>Workshop Leader   TECH LAB PAAK</b> Tokyo, JP
2016	<b>Guest Lecturer &amp; Performer   City University of Hong Kong</b> Hong Kong, CN
2016	<b>Talk   Telenoika</b> Barcelona, ES
2016	<b>Workshop Leader   Trimarchi Design Convention</b> Mar del Plata, AR
2016	<b>Workshop Leader   PLAN Media Lab</b> Buenos Aires, AR
2015	<b>Seminar Leader   Bienal de Diseño (FADU-UBA)</b> University of Buenos Aires
2015	<b>Workshop Leader   Espacio LAB</b> Bogotá, CO

2015

## Workshop Leader | HANGAR

Barcelona, ES

2009-2014

## Various Workshops & Talks

Tecnópolis (AR), Laboratorio del Juguete (AR), Arte Joven (AR), Funka (AR), Campamento Digital (AR), PANORAMICA (AR), Dorkbot (AR), Open Media Lab (AR).

## SELECTED ARTISTIC WORKS & EXHIBITIONS

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2022

### A/V Performance | Tecnópolis

Buenos Aires, AR

2019

### A/V Performance | Estéticas Expandidas

Pasto, CO

2017

### A/V Performance | MUTEK Argentina

Buenos Aires, AR

2016

### A/V Performance | Beyond Code#2

Tokyo, JP

2016

### A/V Performance | Telenoika

Barcelona, ES

2012

### Interactive Installation | Estado de Caos Permanente

La Plata, AR

## SELECTED COMMERCIAL WORK & INDUSTRY EXPERIENCE

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Current

### Senior Creative Technologist | Superside (Immersive Dept)

US (Remote)

*Leading immersive projects for global clients including Meta, Microsoft, and Reddit.*

2024

### Creative Direction | Bright Moments NFT Live Minting

Venice, IT

2023

### VR Experience Developer | Cirque du Soleil (Messi Challenge)

Buenos Aires, AR

2019

### Interactive Installation Lead | StubHub at Lollapalooza

Chicago, US

2018

### Interactive Installation Lead | Salesforce

Davos, CH

2016-17

### Technical Video Director | Fuerza Bruta

Tokyo, JP / Buenos Aires, AR

*Directed technical video systems for large-scale shows in Japan.*

2014-16

### Software Designer | Planetario de Buenos Aires

Buenos Aires, AR

2014

### Software Developer | "H2OMBRE" Show

Miami, US

## EDUCATION

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2005 -

### Studies in Electronic Arts

Universidad Nacional Tres de Febrero (UNTREF), Argentina