

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

|           |  |
|-----------|--|
| 2015      | <b>Workshop Leader   HANGAR</b><br>Barcelona, ES   |
| 2009-2014 | <b>Various Workshops &amp; Talks</b><br>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

|      |   |
|------|---|
| 2022 | <b>A/V Performance   Tecnópolis</b><br>Buenos Aires, AR                     |
| 2019 | <b>A/V Performance   Estéticas Expandidas</b><br>Pasto, CO                  |
| 2017 | <b>A/V Performance   MUTEK Argentina</b><br>Buenos Aires, AR                |
| 2016 | <b>A/V Performance   Beyond Code#2</b><br><b>Tokyo, JP</b>                  |
| 2016 | <b>A/V Performance   Telenoika</b><br>Barcelona, ES                         |
| 2012 | <b>Interactive Installation   Estado de Caos Permanente</b><br>La Plata, AR |

## SELECTED COMMERCIAL WORK & INDUSTRY EXPERIENCE

|         |   |
|---------|---|
| Current | <b>Senior Creative Technologist   Superside (Immersive Dept)</b><br>US (Remote)<br><i>Leading immersive projects for global clients including <b>Meta, Microsoft, and Reddit.</b></i> |
| 2024    | <b>Creative Direction   Bright Moments NFT Live Minting</b><br>Venice, IT   |
| 2023    | <b>VR Experience Developer   Cirque du Soleil (Messi Challenge)</b><br>Buenos Aires, AR   |
| 2019    | <b>Interactive Installation Lead   StubHub at Lollapalooza</b><br><b>Chicago, US</b>  |
| 2018    | <b>Interactive Installation Lead   Salesforce</b><br>Davos, CH  |
| 2016-17 | <b>Technical Video Director   Fuerza Bruta</b><br><b>Tokyo, JP</b> / Buenos Aires, AR<br><i>Directed technical video systems for large-scale shows in Japan.</i>                      |
| 2014-16 | <b>Software Designer   Planetario de Buenos Aires</b><br>Buenos Aires, AR   |
| 2014    | <b>Software Developer   "H2OMBRE" Show</b><br><b>Miami, US</b>  |

## EDUCATION

|        |   |
|--------|---|
| 2005 - | <b>Studies in Electronic Arts</b><br>Universidad Nacional Tres de Febrero (UNTREF), Argentina |
|--------|---|