



# CAMILO NEMOCÓN

## INFO

February 27 / 1987  
Bogotá, Colombia  
Spanish / English

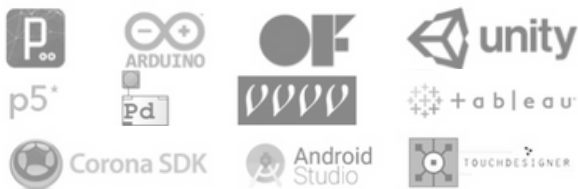
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## PROFESSIONAL SKILLS

Programming language:



Development Software:



## PROFESSIONAL PROFILE

Industrial designer from Andes University with complementary studies in Art and Visual Computing, with a master's degree in Systems Engineering from the Andes University, whose professional vision focuses on teaching, developing and researching interactive technologies for project management and development with innovation taking into account the union between science, art and technology, creating immersive / telematic projects and producing interactive works and installations.

## EDUCATION

Master degree in System and Computer Engineering  
Andes University  
Bogotá, 2015

Industrial Designer  
Andes University  
Bogotá, 2009

Complementary studies in System Engineer (HCI and VIS)  
Universidad de Los Andes  
Bogotá, 2009

Complementary studies in Art (Plastic Art and History Art)  
Universidad de Los Andes  
Bogotá, 2009

Academic Bachelor  
Anglo American School  
Bogotá, 2003





## AWARDS

- [Artistic residency for Art and Machine Learning IDARTES](#)  
CK:\WEB 2020  
Development of the software Singularity, which is a multi-user platform that allows the visualization of a dance work virtually on the computer, in order to automate the tracking of the dancer's body using Machine Learning, creating a computational model that detects the dancer's body and movements from any computer using the webcam to visualize the movements the performs, reflecting them in a 3D avatar within the platform, allowing the visualization of the dance work in real time.
- [Laboratory Creation IDARTES Grant – 993 Resolution](#)  
CINEMATECA BOGOTÁ 2019  
Management of the “Hardware Hacking & Live Coding” laboratory, as an experimentation space based on the use of technology, allowing the artistic creation of visual and sound pieces through live coding and hacking techniques to create electroacoustic objects from the use of the platform: Dosis, tool developed to make Live Coding with Arduino and actuators.
- [Young researchers 2015 Colciencias Grant](#)  
Developer of the project "Exploration of spatio - temporal data for visual analytics in urban systems" as principal researcher and winner of the 2015 Young Researchers call for the execution of the project in 2016

## WORK EXPERIENCE

Ministry of Mobility Bogotá 2017 - Present  
Data analyst and developer Vis

Development of visual analytics platforms based on spatial – temporal data in the area of mobility, working with tools and technologies such as Tableau, d3, js, html5, Json, Google maps. The data sources used are Waze, Bitcarrier, Ontrack, Sigat, Sicon, Transmilenio, RTO, SIRC, API.

TadeoLAB & U. Jorge Tadeo Lozano 2017 - Present  
Teacher in Tadeolab and Interactive Design Faculty

Development of workshops focused on digital media-based technologies through play workshops, using platforms such as Arduino, Processing, OF, Unity. Teaching courses: Interactive environments, Interactive Narratives, Electronic Body, Creative Movility and Future Locations.

Wise In Media january 2012 – january 2017  
Co-founder / Manager Development

Development of projects, products, brand activations and services, implementing the Transmedia concept, using interaction, animation, video games, web content and mobile applications to generate innovative experiences.

True New Media january 2011 – december 2011  
Co-founder / Research & Development Officer

Developer in new media technologies for the production of interactive advertising systems for brands such as DO IT, W RADIO, BOSCH, Fashion Circle, among others.

Xor Media Lab january 2009 - january 2011  
Co-funder / Research & Development Officer

Development, management and commercialization of interactive projects (interactive installations, stands, POP and BTL material), generating extensive exploration and experimentation with new technologies such as visual computing, augmented reality, virtual reality and others.





## PUBLICATIONS



2019

IV International Conference on Live Coding – Madrid, Spain

Paper: "[DOSIS – Processing Live Coding Interface](#)".

Artículo: "[Full-Body interaction for Live Coding](#)".



2018

XX Latin American Conference of Public and Urban Transportation – Medellín, Colombia

Paper: "[Big data for mobility analysis in Bogotá](#)".

Paper: "[Space – Time data management model for visual analytics in the accident rate area in Bogotá](#)".



2018

XIII Computational Colombian Conference – Cali, Colombia

Paper: "[Space-time data exploration for visual analytics in urban systems](#)".



2011

XIV Informatic international convention and fair – Habana, Cuba

Paper: "ICES: Interactive communication, ephemeral socialization. The mobile devices inside the urban interaction".

## RESEARCH PROFILE

### Research Design Group

february 2013 - february 2015

#### Andes University

Researcher of the project "PROCEDURE FOR OBTAINING THE CHROMATIC ATTRIBUTES OF NATURAL ENVIRONMENTS FOR THE CONFIGURATION OF COLOR PATTERNS", in which a software was developed to analyze images of the ecosystems, in order to obtain colored pantones that allow generating a camouflaged proposing patterns and textiles for military use. A patent was obtain in the United States as a product of this investigation.

### Imagine Research Group

january 2012 - january 2013

#### Andes University

Researcher in LexArc Project. Production of the process of lessons learned for the Navy of Colombia, where it generates an interactive and immersive system for the training of Marines of the Navy in cases of river and land combat, where their behavior in hostile settings and monitoring of military doctrine and the considerations of the IHL (international humanitarian law) are evaluated.

### Research Design Group

july 2010 - december 2010

#### Andes University

Developer in Dynamo Project, creating a new control for the wii console, as dynamic averaging to play first-person shooters, using accelerometers and wiring for communication to generate a new control to the wii console.

### Research Design Group

january 2010 - june 2010

#### Andes University

Developer of the project 32 points and a half, where developed for interactive technologies ((Wiring, sensors, VRPN y phase space), an artistic tools to paint and generate music from the ballet dance.

