

Camilo Andrés Nemocón Farfán
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Professional profile

Industrial Designer at Andes University with complementary studies in Systems Engineer and art, with a Masters in Systems and Computing Engineering of Andes University focusing on the area of visual computing, visual analytics, and interaction.

Work experience in the design, development, management and production of projects with interactive technologies, focused on the research and development of interactive media and Big Data, with knowledge in languages like java, c ++, js and c#. At the design level I focus on modeling and 3D animation, on the other hand, in the field of art I focus on interactive installations.

My professional vision focuses on developing, management and research in interaction, data visualization and big data projects.

Academic Studies

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

Industrial Designer
Andes University
Professional Card No. 1010170237-1436
Bogotá, 2009

Complementary studies in System Engineer (HCI and Visual Computing)
Andes University
Bogotá, 2009

Complementary studies in Art (Plastic Art and History Art)
Andes University
Bogotá, 2009

Academic Bachelor
Anglo American School
Bogotá, 2003

Work experience

- Winner of the Laboratory Creation IDARTES Grant – 993 Resolution 2019
Cinemateca de Bogotá
<http://www.camilonemo.com/dosis.html>
Position: Manager Project
Time in office: june 2019 – november 2019
Work:
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.
- Ministry of Mobility Bogotá 2017
<http://camilonemo.com/datavisualization.html>
Position: Data analyst and developer
Time in office: March 2017 – current time
Work:
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.
- Tadeo Lab - Jorge Tadeo Lozano University 2017
Position: Teacher
Time in office: February 2017 – current time
Work:
Development of workshops focused on digital media-based technologies through play workshops, using platforms such as Arduino, Processing, OF, Unity. Teaching courses: Interactive environments and electronic body
- Winner of the young researchers 2015 Colciencias Grant 2016
Research and doctorates – Andes University
<http://camilonemo.com/nemo/UniandesExploraST/index.html>
Position: Research
Time in office: March 2016 - March 2017
Work:
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
- Research Design Group – Andes University 2013
<https://uniandes.edu.co/es/noticias/premios-y-reconocimientos/grupo-de-la-facultad-de-diseno-de-los-andes-obtiene-patente-en-eeuu>
Position: Research
Time in office: February 2013 - February 2014
Work:
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.

Wise In Media 2012
<https://wiseinmedia.com/>
Position: Co-founder, Manager Development
Time in office: January 2012 – January 2017
Labor:
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.

Research Group Imagine – Andes University 2012
<https://www.youtube.com/watch?v=PFLUD0B6bF4>
Position: Research
Time in office: January 2012 - January 2013
Work:
Researcher in LexArc Project, directed by José Tiberius Hernandez. 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.

True New Media 2011
<http://www.flickr.com/photos/truenewmedia/sets/>
Position: Co-founder, Research & Development Officer
Time in office: January 2011 – December 2011
Work:
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

Research Design Group – Andes University 2010
<http://www.youtube.com/watch?v=H0oy-AxyXBU&feature=relmfu>
Position: Research
Time in office: July 2010 - December 2010
Work:
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 – Andes University 2010
<http://designblog.uniandes.edu.co/blogs/visualchoreography/>
Position: Research
Time in office: January 2010 - June 2010
Work:
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.

Xor Media Lab 2009
<http://vimeo.com/xormedialab/videos>
Position: Co-funder, Research & Development Officer
Time in office: January 2009 - January 2011
Work:
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.

Research and Publications

- IV International Conference on Live Coding – Madrid, Spain 2019
Paper: “DOSIS – Processing Live Coding Interface”.
<https://iclc.livecodenetwork.org/2019/papers/paper60.pdf>
- IV International Conference on Live Coding – Madrid, Spain 2019
Paper: “Full-Body interaction for Live Coding”.
<https://iclc.livecodenetwork.org/2019/papers/paper61.pdf>
- XX Latin American Conference of Public and Urban Transportation – Medellín, Colombia 2018
Paper: “Big data for mobility analysis in Bogotá”.
<http://www.camilonemo.com/assets/images/research/dataVisualization/plataformaGestionTransito/PaperPlataformaSDM.pdf>
- XX Latin American Conference of Public and Urban Transportation – Medellín, Colombia 2018
Paper: “Space – Time data management model for visual analytics in the accident rate area in Bogotá”.
<http://www.camilonemo.com/assets/images/research/dataVisualization/siniestralidad/PaperSiniestros.pdf>
- XIII Computational Colombian Conference – Cali, Colombia 2018
Paper: “Space-time data exploration for visual analytics in urban systems”.
<http://www.camilonemo.com/assets/images/research/dataVisualization/transmilenio/PaperExploracioDET.pdf>
- XIV Informatic international convention and fair – Habana, Cuba 2011
Paper: “ICES: Interactive communication, ephemeral socialization. The mobile devices inside the urban interaction”.

Knowledge

Programming: JAVA
C#
C++
JS
HTML5
PHP
LUA

Frameworks: PROCESSING, OPEN FRAMEWORKS, PURE DATA, ARDUINO, WIRING, VVVV, RHINOCEROS, 3D MAX STUDIO, ADOBE, UNITY, ECLIPSE, TABLEAU, CORONA SDK, ANDROID STUDIO, SQL DEVELOPER.