



# CAMILO NEMOCÓN

## INFO

February 27 / 1987  
Bogotá, Colombia  
Spanish / English

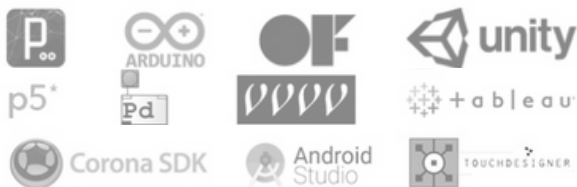
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<http://camilonemo.com>

## 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 Data Science - 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 (Art History)  
Universidad de Los Andes  
Bogotá, 2009

Academic Bachelor  
Anglo American School  
Bogotá, 2003





## AWARDS

- Creation Grant in dance and digital technology 2021  
CULTURE MINISTRY 2021  
Creation of the dance performance "Homo Augmented", through experimentation with the use of technology, which in this case is virtual reality and machine learning as a means of visualization.
- Digital Art 2020 - C Program  
TERTULIA MUSEUM 2020  
Development "Mitztemoa Noyollo" instalation, developing a virtual reality application that allows the visualization of a dance performance in real time in Android Smartphones, detecting the movements of the performing artist by reflecting them on an avatar (3D model) on a virtual stage.
- 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.
- 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  
ANDES UNIVERSITY 2017  
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

TadeoLAB & O. Jorge Tadeo Lozano 2016 - 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.

Comisión de la Verdad march 2021 - november 2021

### Developer Visusalization

Design and develop dashboards control and data visualization, working with tools and technologies such as MongoDB, Tableau, D3.js, html5, Cube.js.

Ministry of Mobility Bogotá april 2017 - december 2020

### 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, Power BI, D3.js, html5, Json, Google maps, ArcGIS. The data sources used are Waze, Bitcarrier, Ontrack, Sigat, Sicon, Transmilenio, RTO, SIRC, API.

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.

