

## EDUCATIONAL EXPERIENCE

- NYU Tandon School of Engineering, New York, NY** 05/2016  
M.S. - Integrated Digital Media
- Pontificia Universidad Javeriana (Xavier University), Bogotá Colombia** 09/2005  
B.S. - Industrial Design, Minor in Digital Design

## PROFESSIONAL EXPERIENCE

- TED Conferences**, New York, NY 03/2017 – 07/2017  
*Resident*

As an in-house incubator for breakthrough ideas, Residents spend four months in the TED office with people from all over the map. Each has a project that promises to make a significant contribution to the world, across several different fields.

- Prototyped MineSafe, a crowdsourced repository of safe walking paths for areas affected by landmines
- Wrote and presented a short TED talk to tell the story of this initiative
- Developed an Android map based application for the initial prototype of the information tracking system

- Build Academy**, New York, NY 08/2016 – 03/2017  
*Product & Technology Director*

Implemented and developed new technological solutions for the company's critical issues

- Implemented AWS for bouncing and complaining setup for the emailing process with more than 20.000 users
- Led and implemented Mautic as the marketing automation software for the company using AWS integration for bulk email
- Migrated the website and SSL certificate from an automated service to AWS enhancing reliability, security, control and speed
- Directed the rebranding process of the company and its implementation in the marketing collateral, improving the existing pieces and creating new when needed

- NYU Tandon School of Engineering**, New York, NY 09/2015 – 12/2015  
*Graduate Research Assistant*

Contributed to the technical development for Penelope, an Interactive installation created by Professor Anne Laure Fayard from NYU and Professor Aileen Wilson from Pratt Institute

- Generated 3D modeling and animation for the project
- Directed the Interaction and experience design and deployment using physical computing (Arduino and kinetic)
- Held meetings with team members to envision the project

## RESEARCH EXPERIENCE

- NYU Tandon School of Engineering**/Computer Science 05/2017 - Present  
and Engineering Department, New York, NY  
*Research Associate*

Working at 3 different research projects:

- MineSafe: A repository of safe paths for people in landmine affected areas of the world. Role: Researcher/Author
- Sonyc: (Sound of New York city) Combines sensors, big data, and machine learning to understand, model and influence NYC's acoustic environment. Role: Team member, Public Facing/Social Network data analysis
- Vizier: A software to 'clean' large datasets, making it easier for scientists and the public to use big data. Role: UX/UI

## TEACHING EXPERIENCE

- NYU Tandon School of Engineering**/ Integrated Digital Media Program, New York, NY  
*Invited Adjunct Instructor 3D Animation*

- Politécnico Granacolombiano School of Design and Arts**, Bogotá, Colombia 01/2012 – 01/2015  
*Associate Professor*

Led the process of opening the current Industrial Design program

- Secured funding for the department
- Designed curriculum for the program
- Coordinated equipment acquisition
- Taught the following classes: Augmented Reality Introduction, Design Workshop, Descriptive Geometry and Interactive Project

- Universidad Jorge Tadeo Lozano School of Graphic Design**, Bogotá, Colombia 02/2007 – 05/2010  
*Assistant Professor 3D Animation*

- Taught classes in 3D character animation to a group of nearly 30 students
- Taught the first Augmented Reality class using computer cameras and printed markers

## ENTREPRENEURIAL EXPERIENCE

**Producciones el Paso Ltda**, Bogotá, Colombia  
*Creative Director*

01/2011 – 05/2013

Led the process of taking the company from film making to digital media services provider by including products such as 3D mapping and 3D animation in the company's portfolio

- Managed a 10 people team
- Oversaw design, production, sales, marketing and distribution
- Directed a short film for the Colombian Government

**Beo Shoes**, Bogotá, Colombia  
*CEO & Co Founder*

02/2007 – 06/2011

Developed the business concept for the company

- Generated direct and indirect employment for over 10 people
- Designed more than 30 models of shoes for men and women from concept to the development of patterns using Rhino Shoe Software

## ADDITIONAL EXPERIENCE

**Design Thinking Coach** | WITNY (Cornell-Cuny), New York, NY

- Coached a team of young women throughout the design thinking process – from conducting user interviews, to brainstorming and building prototypes, to learning basic code.

**Project Coordinator DFA** (Design for America) NYU, New York, NY

09/2015 – 06/2016

- Provided guidance and resources to students for ideation and prototyping and run various workshops for the NYU community (introduction to Human-Centered Design, Visualization) and for K-12 (introduction to design thinking).

## INVITED TALKS, HONORS & AWARDS

**Fulbright Scholarship Nominee** "Pasaporte a la ciencia Colombia, 2018"

**Gifted Citizen Semifinalist**, [Gifted Citizen](#) seeks to benefit humanity by freeing up creative potential and promoting innovation, through incentivizing social entrepreneurship projects that can have an impact on 10 million people over the next six years. Puebla - Mexico 2018

**Opening Speaker**, Web and Marketing Festival, Technology for good- Information democratization-, Rimini – Italy, June 2018

**TED speaker** [Carlos Bautista: The awful logic of land mines -- and an app that helps people avoid them](#), New York City –USA, August 2017

**Research Presentation Talk**, II International Meeting on Technologies and Innovation for Humanitarian Demining, MineSafe Research Project, Bogotá – Colombia, October 2016

**Research Presentation Poster**, I International Meeting on Technologies and Innovation for Humanitarian Demining, MineSafe Research Project, Bogotá – Colombia, October 2015

**Technology Summit Third Prize**, NYC Media Lab Annual Summit, AR-APM (Augmented Antipersonnel Mines) Research Project, New York City, September 2015

## SKILLS

Entrepreneurship, Leadership, Human-Centered Design, Design Thinking, Teaching, Research, Public Speaking, Fluent in Spanish and English

## TECHNICAL SKILLS

Android development, Data Visualization, Data Analysis: Pandas, Mapbox, Game development (Unity), Digital fabrication, 3D printing, Laser cutting, 3D modeling/animation, Web development, AR developing, Physical Computing: Arduino, Raspberry Pi

## PROGRAMMING LANGUAGES

JavaScript, Java, Python