

Paola G. Olea

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paoolea.com

EDUCATION

2019 | “Future Landscapes” Augmented reality and virtual reality
School of Machines, Making & Make-believe, Galway, Ireland

2018 | School for Poetic Computation, New York, USA

2014 | Diploma in Interaction Design and Physical Computing
Universidad del Desarrollo, Chile

2007 – 2011 | Bachelor of Design in Visual Communication
Universidad Tecnológica Metropolitana, Chile

2004 – 2006 | Technician in Digital Graphic Production
CFT UTEM, Chile

WORK EXPERIENCE

2021 - Present | [UNAB](#) | Virtual Reality Teacher

2021 - Present | [WIP](#) | TouchDesigner Teacher

2017 - Present | [Brillo](#) | Co-Founder, Creative Developer

2015 - 2017 | [Imagina](#) | Creative Developer

2014 - 2015 | [Why](#) | Creative Technologist

2013 - 2014 | [Bond](#) | Creative Technologist

2009 - 2012 | [Promaticmedia](#) | Creative Technologist

2008 - 2009 | [OQO](#) | Senior Developer

2007 - 2008 | [Digitalmente](#) | Senior Developer

2006 - 2007 | [Diseñadora Asociados](#) | Graphic Designer

SOFTWARE / HARDWARE

Unity, Touchdesigner, Notch, Processing, Openframeworks, P5, Arduino, Raspberry Pi,
Cinema4D, Photoshop, Illustrator, After effects, Premier, Audition

C#, C++, Javascript, ThreeJS, Python

RELEVANT PROJECTS

[2020 | Hypha | Sundance New Frontiers, Texas, USA](#)

Hypha is an immersive virtual reality story that takes the audience on a journey to cleanse Earth from man-made disasters by becoming a mushroom. From spore to mycelium, the audience can experience the life cycle of a mushroom to discover the importance of the Fungi Kingdom as the main bioremediation agent of Earth.

Conceptualization and design of interactions
Developing and testing (Unity and HTC Vive)
Visualization using Unity's VFX and ShaderGraph

[2019 | Memorial Rocas](#)

The first Augmented Reality interactive documentary made in Chile. Memorial Rocas AR, an immersive installation, which virtually reconstructs a memorial site.

Conceptualization and design of interactions
Researching and testing ARFoundation, ARCore, ARKit and Vuforia
Developing and testing in Vuforia
Visualization using Unity's VFX and ShaderGraph

[2018 | Constellations](#)

The Museo Interactivo Mirador opened a new building "Túnel Universo" which is the leading interactive exhibition about astronomy in Latin America. The purpose of the exhibition is for visitors to connect with the structure and the constellations of the stars, their location and the planetary configurations.

Leading & concepting the interactive product
Developing and testing in Unity and Arduino
Installation of interactive modules

EXHIBITIONS / PROJECTS

2021 | A.R.E Argumented Reality Exhibition Book | Generative Hut, Vetro Editions
2021 | Growing & Shine | Nur Festival, Kazán, Russia
2021 | Smog - Instancing - Infinity | Flux Galleries, NC, USA
2021 | Mantra | Festival Internacional Expresiones Contemporáneas, México
2021 | Where Are We Standing? | Ars Electronica
2020 | The Burst of Things | Sheffield DocFest
2020 | Hypha | Sundance New Frontiers, Texas, USA
2019 | Hypha | Museo del Hongo, Santiago, Chile

2019 | Memorial Rocas | Biennial of Media Arts y FiDocs, Santiago, Chile
2019 | Memorial Rocas | Amsterdam University, Netherland
2019 | Santiago 1875 | Carmen Museum of Maipú, Santiago, Chile
2019 | Teóra | Hardiman Research Building, NUI Galway, Ireland
2018 | Cripto | Castillo Hidalgo, Santiago, Chile
2018 | Plantoidus | Fauna Gallery, Santiago de Chile
2018 | Hidden Lights | School for Poetic Computation, New York, USA
2018 | The Sun | Mirador Interactive Museum, Santiago, Chile
2018 | Constellations | Mirador Interactive Museum, Santiago, Chile
2018 | The Stars | Mirador Interactive Museum, Santiago, Chile
2017 | Dragón Chino VR | Palacio de La Moneda Cultural Center, Santiago, Chile
2017 | Taira AR | Chilean Museum of Pre-Columbian Art, Santiago, Chile
2017 | Lo más pop de Andy Warhol | Palacio de La Moneda Cultural Center, Santiago, Chile
2016 | Paint with light | Palacio de La Moneda Cultural Center, Santiago, Chile
2016 | Diaguitas AR | Chilean Museum of Pre-Columbian Art, Santiago, Chile
2016 | La Barca Digital VR | Palacio de La Moneda Cultural Center, Santiago, Chile

TALKS / PRESENTATIONS

2021 | Feria Arte Cordoba PAISAJES TECNOPOÉTICOS | FA-CBA
2021 | TouchDesigner workshop day MUTEK.ES AR | MUTEK
2021 | TouchDesigner InSession
2020 | Virtual Visions: Promises and frustrations of technological escapism in periods of pandemic | Andrés Bello National University, Santiago, Chile
2019 | Inspirational talk | Ingeniosas, Santiago, Chile
2018 | Pantoidus Presentation | Girls in Tech, Valparaíso, Chile