

Pao Olea

paola.g.olea@gmail.com

paolea.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 | [Andrés Bello National University](#) | VR Teacher

2021 – Present | [Otherland Music](#) | Technical Artist

2021 – 2022 | [WIP](#) | TouchDesigner Teacher

2017 – 2022 | [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 | [OOO](#) | Senior Developer

2007 – 2008 | Digitalmente | Senior Developer

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

EXHIBITIONS / PROJECTS

- 2023 | **MIKRO** | Festival HUB MUSICAL, Valparaíso, Chile
- 2023 | **MIKRO** | FAST, Santiago, Chile
- 2022 | **PRADA EXTENDS** | Art Basel, Miami Beach
- 2022 | **Morfosis** | PROVILUZ, Santiago, Chile
- 2022 | **Umbral a un sueño** | Festival Internacional de la Imagen, Colombia
- 2022 | **ATANA** | Biennial of Media Arts, Santiago, Chile
- 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 FEC, México
- 2021 | **Where Are We Standing?** | Ars Electronica, Chile
- 2020 | **The Burst of Things** | Sheffield DocFest, England
- 2020 | **Hypha** | Sundance New Frontiers, Texas, USA
- 2019 | **Hypha** | Museo del Hongo, Santiago, Chile
- 2019 | **Memorial Rocas** | Biennial of Media Arts y FiDocs, 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** | CCLM, Santiago, Chile
- 2017 | **Taira AR** | Museo Precolombino, Santiago, Chile
- 2017 | **Lo más pop de Andy Warhol** | CCLM, Santiago, Chile
- 2016 | **Paint with light** | CCLM, Santiago, Chile
- 2016 | **Diaguitas AR** | Museo Precolombino, Santiago, Chile
- 2016 | **La Barca Digital VR** | CCLM, Santiago, Chile

TALKS / PRESENTATIONS

2023 | **La Tecnología y el Arte Contemporáneo** | Festival HUB MUSICAL, Valparaíso, Chile

2022 | **Clinic for Open Source Arts** | University of Denver, USA

2021 | **Feria Arte Cordoba PAISAJES TECNOPOÉTICOS** | FA-CBA, Argentina

2021 | **TouchDesigner workshop day MUTEK ES AR** | MUTEK

2021 | **TouchDesigner InSession** | Online

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

SOFTWARE / CODE / HARDWARE

Software | Touchdesigner, Unity, Houdini, Notch, Processing, Openframeworks, P5, Cinema 4D, Photoshop, Illustrator, After effects, Premier, Audition.

Code | C#, C++, Javascript, ThreeJS, Python, Html, CSS.

Hardware | Arduino, Kinect 1 and 2, Leap Motion, Raspberry Pi

RELEVANT PROJECTS

[2022 | Prada extends](#)

I was invited to participate in Prada Extends Miami to collaborate with artist Ela Minus through my visuals at the live event.

- *Conceptualization and design of visuals*
- *Visualization using Touchdesigner*
- *Creation of a tool for audio-visual shows and MIDI control*

[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*