

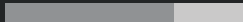


## PROFILE

Industrial designer from the National University of Colombia, motion graphics designer, highly creative, has experience in interactive design, video-mapping, 3d/2d animation, post-production, vfx, project management, 3D modeling, rendering and prototyping. His current focus is the conception of unrealistic visions in experiences.

## SKILLS

### ANIMATION



### CONCEPTUALIZATION



### SKETCHING



### VISUAL PROGRAMMING



## SOFTWARE

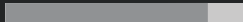
### TOUCHDESIGNER



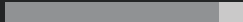
### CINEMA4D



### ADOBE AFTER EFFECTS



### RHINOCEROS



# GONZALO PATALAGUA

INDUSTRIAL DESIGNER  
VJ - MOTION GRAPHICS  
INTERACTIVE/ EXPERIENCE DESIGN

03/06/1995

## WORK EXPERIENCE

### RESONANZ TRAUM - INTERACTIVE VISUAL DESIGNER - 2020

Interactive immersive audiovisual 360° Experience. The sensitive playroom of senses reacts to sounds and movement and mixes reality with a magical world. Based in France and exhibit in Germany. The people in the room themselves become the artists, performers and creators of the unique moment that enlivens the room.

The immersive experience connects people in a sensual way and encourages them to experience, discover, participate and play together. With a pleasant, tuned basic setting through sound and visualization, an inspiring, pleasant atmosphere is created in the room, which facilitates social interaction. It uses 4 Kinect Azure cameras, 4 projectors, MIDI controllers, and audiovisual reactive tools that involve the participants in to a dream.

<https://resonanztraum.beatrixe.space>

### EIGENKLANG COLLECTIVE AT KLANGDOME -INTERACTIVE DESIGN AND VIDEOMAPPING PRODUCTION - 2020 Freiburg ,Germany

Audiovisual interactive installation into a dome with 360 sound and projection, the gestures and movements of the participants create sound and control the visuals of the dome.

### KLANG DER STADT/ALTE SYNANGOGUE -INTERACTIVE DESIGN AND VIDEOMAPPING PRODUCTION - 2020 Freiburg ,Germany

Audiovisual interactive installation in the middle of a square in Freiburg, The participants experiment different levels such as participation, intervention, arm reflection and enjoyment of sensory stimulation in this contemporary piece.

### ENERGIZARTE S.A.S - DESIGN DIRECTOR - 2017/2020

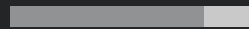
Social innovation company that provides renewable energy and knowledge to remote communities in Colombia and Latin America It works mainly with solar panels and an itinerant classroom model.

### ORÍGENES FESTIVAL -ANIMATOR AND VIDEOMAPPING PRODUCTION - 2019

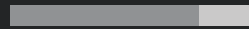
Electronic music festival in Medellín, Colombia, first hologram production in the country.

## SOFTWARE

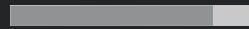
ADOBE PHOTOSHOP



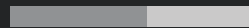
SOLIDWORKS



ADOBE ILLUSTRATOR



UNREAL ENGINE

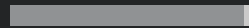


BLENDER

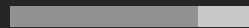


## LANGUAGES

SPANISH(NATIVE)



ENGLISH



## CONTACT


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 ulterior.world

 vimeo.com/enkivj



ULTERIORWORLD

### Origins 0.1 -INTERACTIVE DESIGNER- 2020 *Madrid, Spain*

Interactive online experience, the company LedPulse developed DragonO, a volumetric image emission system. A piece was created for traduce the kinect data movements into a geometry reaction, and colaborated on another piece with 3d animation content.

### DIORAMAPOST -MOTION GRAPHICS DESIGNER- 2019

Postproduction company, in the time of working it generated T.V. commercials, videomapping and planetarium instalations.

### BUALA S.A.S -MOTION GRAPHICS DESIGNER- 2019

Postproduction company, in the time of working it generated video-mapping content, experiences, T.V and social media commercials.

### RADIKALSTYLES FESTIVAL -VJ / VIDEOMAPPING- 2019

The most famous electronic festival in Colombia, it involves techno, drum and bass and hardtechno-hardcore music genres.

### MARMOBI -INDUSTRIAL DESIGNER- 2016-2018

Design of a new furniture product line made by marble and the mixture of others materials for luxury market.

## EDUCATION

### INDUSTRIAL DESIGNER 2019

Universidad Nacional de Colombia - School of Arts

### TOUCHDESIGNER WORKSHOP 2019

Universidad Jorge Tadeo Lozano - Bogotá

### CINEMA4D & AFTER EFFECTS COURSE 2018

Crehana - Virtual portal of Study

### UNREAL ENGINE COURSE 2018

Udemy - Virtual portal of Study

### LEARN ARNOLD - FUNDAMENTALS OF SHADING AND LIGHTING 2018

Udemy - Virtual portal of Study

### INDUSTRIAL TECHNICAL BACHELOR IN DRAWING AND DESIGN 2011 HIGH SCHOOL

Escuela Tecnológica Instituto Técnico Central, Bogotá.

## ACHIEVEMENTS

### BUSINESS SUSTAINABILITY SEMINAR -EXHIBITOR- 2018

### BEST POSSIBLE QUALIFICATION IN DEGREE PROJECT-

UNIVERSIDAD NACIONAL DE COLOMBIA - 2019