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<http://moebio.com>

Summary

Creates and develops highly innovative and interactive projects for the web, using self-built frameworks in javascript/html5 and actionscript.

His research lays in the intersection of arts and sciences, and it's particularly based in complexity sciences and network theories.

Has a rich experience teaching and leading workshops in many institutions around the world, including the international workshop Visualizar (Medialab Prado).

Leaded the research department at Bestiario, one of the first interactive visualization companies in the world.

Has presented in events such as VISWEEK, FutureEverything, VizEurope, O'Reilly STRATA, SocialMediaWeek, NYViz, OFFF and ARS ELECTRONICA

His projects have been featured in blogs such as Read Write Web, Infosthetics, Flowing Data, O'REILLY radar, Fast CoDesign, The Guardian DATA BLOG, Masters of Media, Swiss-Miss, Visualcomplexity, Creative Applications and Smash Magazine

Professional Experience

present freelance

2005-2012 research department director at [Bestiario](#). developed innovative projects such as [TedSphere](#), [Remap](#) and [Temps](#)

2005 co-founder of Bestiario, first european company focused on interactive visualization projects

2004-2012 main teacher of data visualization workshops at several institutions in Spain, Colombia, Argentina, Mexico and Portugal

2001-2012 teacher and lecturer at IED Madrid, Universidad Europea and other institutions on arts and code

- 2001-2005 freelance
- 1999-2001 project manager at Moebio
- 1999-2000 taught differential calculus, integral calculus and linear algebra at Universidad de los Andes
- 1999 co-founder of Moebio, web agency

Education

- 2000 Mathematics degree at Universidad de los Andes, Bogotá, Colombia