

CURRICULUM VITAE

Andrés Burbano

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SIGGRAPH 2018 Art Gallery Chair.

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Education

2007 – 2013

Ph.D. in Media Arts and Technology. University of California Santa Barbara. USA.
Dissertation committee members: George Legrady (Chair), Curtis Roads, Marko Peljhan, Patrick McCray and Lisa Jevbratt.

2004 – 2005

Scientist in Residence –to develop Master’s degree final project– at the Basic Research Institute, Zentrum für Kunst und Medientechnologie, ZKM. Karlsruhe. Germany. Director of the laboratory: Hans Diebner.

2003 – 2005

MA in Interactive Media Creation. MECAD. Universitat Ramon Llull. Barcelona. Spain.

1991 – 1996

Film and Television Production. Documentary. Universidad Nacional de Colombia. Bogota. Colombia.

Current Research Projects

2015 – 2018

“Visualization, Sonification, and Materialization of Data”. FAPA, Grant for assistant professors at Universidad de los Andes. Project leader Andrés Burbano.

2011 – 2016

“James Bay Ethnographic Resource” an audiovisual on-line database of the Cree communities of the James Bay in Northern Quebec. University of California in collaboration with McGill University. National Science Foundation project # 1241427. Expert in digital video for the project Andrés Burbano. Project leader George Legrady.

2014 – 2016

“Observatory of Audiovisual Contents, National Television Authority”, ANTV. National scale research project on the content of national and regional television in Colombia. The project articulates around 90 researchers. Colombia. Academic advisor on media theory Andrés Burbano. Project leader Dr. Diana Pedraza.

Previous Relevant Research Experience

2013 – 2014

Researcher affiliated to the Technology and Society Research Group. School of Engineering. Universidad de los Andes, Bogota. Colombia.

History of Video Games in Colombia, Bogota Chamber of Commerce. Bogota. Colombia. Project leader Andrés Burbano.

Technologies of Liberation, Proyecto Orgánica. Advisor. Universidad de los Andes, Law School, Bogota, Project leader Everaldo Lamprea.

2008 – 2013

Research for doctoral dissertation on the History of Media Technology and the Arts in Latin America. Case studies in Chile, Brazil and Mexico. University of California Santa Barbara, Santa Barbara. USA.

2010 – 2013

New Dunites, research project and series of interactive installations funded by UCIRA, University of California Institute for Research in the Arts and Telefonica Foundation. Team members: Danny Bazo, Solen Kiratli, Angus Forbes, and Jonathan Pagliaro. California, USA. Project leader Andrés Burbano.

2007-2008

Researcher for the project “We are Stardust” based on data of the Spitzer space telescope. Project funded by NASA, CalTech and the Art Center College for Design. University of California Santa Barbara, Santa Barbara. USA. Project leader George Legrady.

2004 – 2005

Researcher of for the Contemporary Arts Research Group at the Department of Art, Universidad de los Andes. Bogota, Colombia

2004

Resident Scientist at Zentrum für Kunst und Medientechnologie. Interactive documentary about state of the art research in Neuroscience, The Ways of Neuron. Basic Research Institute. Karlsruhe. Germany. Project by Andrés Burbano.

Relevant Active Affiliations

Curriculum design advisor for the novel academic program on Computational Arts, Purdue Polytechnic Institute. West Lafayette. USA.

Selected Publications

2018

Burbano, A. Zoophonie, Photographie and Poligraphie: Inscriptions by Hercule

Florence, Brazil 1829-1837 in Fernandez, M. (Ed.), "Latin American Modernisms and Technology". Institute for Comparative Modernities. Cornell University Press. Ithaca, USA.

2017

Duque, A. Burbano, A. Editors. "Friedrich Kittler, No hay Software y otros ensayos de filosofía de la tecnología". First book dedicated in Spanish to the work of Friedrich Kittler. Universidad de Caldas, Colombia.

Garcia, E. Burbano, A. Byrd, V. Forbes, A. The Interactive Image: A media archaeology approach. Leonardo 50(4). USA.

2015

Burbano, A. García, E. Breaking the Navajo Code with Bill Toledo in "Artnodes", Fall 2015. Barcelona, Spain.

Forbes, A. Burbano, A. Legrady, G. and Murray, P. Imagining Macondo: Interacting with García Márquez' literary landscape in "IEEE Computer Graphics and Applications" (5), pp. 6-13. USA.

2014

Burbano, A. Variantología Australis in "An Archive" Siegfried Zielinski and Claudia Giannetti (editors). Edith Riss Haus für medienkunst. Cologne, Germany.

Burbano, A. (2014). Entre película perforada y las primeras computadoras. In Lorgia, M. (Ed.), "Artes Mediales: Convergencias y Tecnologías". IDARTES. Bogotá, Colombia.

Burbano, A. Editor. Proceedings of the Colors of Care: The 9th International Conference on Design & Emotion. The Colors of Care, Bogota, Colombia.

Burbano, A. Reporte del proyecto: Invenciones en los bordes de la Historia. Artnodes 13 (1), pp. 30-37. Barcelona, Spain.

2013

Burbano, A. Between Punched Film Stock and the First Computers: The Work of Konrad Zuse in "Re:live Media Art Histories." Paul Thomas and Sean Cubitt (editors). MIT Press. Cambridge, USA.

Burbano, A. ISEA2013 in "NMC Media-N Journal of the New Media Caucus", Fall 2013. Los Angeles, USA.

Burbano, A. Re-Significance of Media Technologies in "NEURAL", 45, Summer 2013, Alessandro Ludovico (editor), Neural.it, Bari, Italy.

Burbano, A. Photo(info)graphy: Geraldo de Barros and the New Media in "Geraldo de Barros." Fabiana de Barros (editor). Edições SESC, Sao Paulo, Brazil.

2012

Burbano, A. Máquina Indómita: Latin American Forum III, ISEA2012 in "NMC Media-N Journal of the New Media Caucus", Fall 2012. Los Angeles, USA.

Burbano, A. Bazo, D. Kirattli, S. and Forbes, A. The New Dunites in "ACM Multimedia Proceedings" (ISSN 1947-4598) Narashino, Japan.

2011

Burbano, A and McKern, B. Arte en Red y Redes en el Arte in "Una teoría del arte, desde América Latina." José Jiménez (editor). Ediciones Turner, Madrid, Spain.

2010

Burbano, A. ASUAR Digital Analog Computer in "Proceedings of the Inter-Society for the Electronic Arts Conference" (ISEA). Dortmund, Germany.

Burbano, A. Editor: "Kac el creador de seres imposibles." Universidad de Caldas, Manizales. Colombia.

Burbano, A. Introduction in "Kac el creador de seres imposibles." Universidad de Caldas, Manizales. Colombia.

2009

Burbano, A. Between Punched Film and the First Computers in "Proceedings of Re:Live, Media Art Histories." Melbourne, Australia.

Legrady, G., Villegas, J., and Burbano, A. The We Are Stardust' Installation in "Proceedings of the 17th ACM international conference on Multimedia", pages 1087-1090. ACM, Beijing, China.

2008

Acosta M. R. and Burbano, A. Interview to John Sallis in "La mirada de las cosas: el arte como provocación." Ediciones Uniandes. Bogota. Colombia.

Burbano, A. On Brains and Urbanism in "Proceedings of the Inter-Society for the Electronic Arts Conference" (ISEA), Singapore.

2007

Burbano, A. Editor: "Zielienski: genealogías, comunicación, escucha y visión." Ediciones Uniandes. Bogota. Colombia.

Burbano, A. Introduction in: "Zielienski: genealogías, comunicación, escucha y visión." Ediciones Uniandes. Bogota. Colombia.

2005

Burbano, A. Estética, Biología y Tecnología in "Revista de Estudios Sociales # 22." Universidad de los Andes, Bogota. Colombia.

2002

Burbano, A. Editor: "Hiper cubo/ok: Arte, ciencia y tecnología en contextos próximos." Universidad de los Andes, Bogota. Colombia.

Burbano, A. Introduction in "Hiper cubo/ok: Arte, ciencia y tecnología en contextos próximos." Universidad de los Andes, Bogota. Colombia.

Selected Conferences and Symposia

2018

Siggraph Art Gallery Chair, Siggraph 2018, Vancouver, Canada.

2017

Siggraph Art Papers, Siggraph 2017, Los Angeles, USA.

International Symposium of Electronic Arts, ISEA2017, Academic Chair. Manizales.

2015

International Symposium of Electronic Arts, ISEA2016, Imagining Macondo, Hong Kong.

International Symposium of Electronic Arts, ISEA2016, Leonrdo Education Forum, Hong Kong.

2015

Media Art Histories, RECREATE, Fotoformas, 1949-1951: Photography and Algorithmic Devices, An Early Interaction. Montreal, Canada.

Conferencia de la Asociación Latinoamericana de Antropología, Espacio cibernético, espacio cifrado, espacio abierto: a dos décadas de una bienvenida, Mexico City, Mexico.

2014

Oxford University, Colombia at Oxford: Innovation in Science, Public Policy and Culture: Conference. Panelist. "From Archaeo-Metallurgy to the Wiring Programming Language", Oxford, UK.

Aalto University, Perceptive Body: Doctoral summer school, Keynote speaker and visiting professor. Helsinki, Finland.

Universidad de Caldas, Software Studies and the Arts, Keynote speaker. Creation and Design Doctoral Program. Universidad de Caldas, Manizales, Colombia.

2013

Media Art Histories, RENEW. Re-significance of Media technologies." Riga, Latvia.

ISEA2013. Convenor of the "Latin American Forum IV." Sydney, Australia, Australia.

Primer Foro Internacional de Nuevos Medios, Invenciones en las Fronteras de la Historia,, Santiago de Chile, Chile.

Primer Foro Internacional de Nuevos Medios, Foro Latinoamerica ISEA , Valparaiso, Chile.

2012

ISEA2012. Convener of the "Latin American Forum III." Albuquerque, New Mexico, USA. One entire day was dedicated to the Latin American Forum with ore than 80 participants.

2011

ISEA2011. Convener -with Juan Jose Diza- of the "Latin American Forum II." Dortmund, Germany.

Media Lab Prado. Keynote. "Konrad Zuse and the First Computers". Madrid, Spain.

ISEA2011. Leonardo Education Forum: Transdisciplinary Visual Arts, Science & Technology. Istanbul, Turkey.

Sunhoo Creativity and Innovation Festival. Keynote speaker. Hangzhou, China.

2010

Arte Mov Seminar. "History of Media Technology in Latin America." Sao Paulo, Brazil

ISEA2010. Convenor -with Andreas Broeckmann- of the "Latin American Forum I." Dortmund, Germany.- At Media Lab Prado. "Konrad Zuse and the First Computers". Madrid, Spain.

2008

ISEA2008. "Opening Source" - Project presentation. Singapore, Singapore. - At AUDO. Pure Noise" - Project presentation. West Lafayette, USA.

2004

ZKM. "On documents and documentation", Karlsruhe, Germany.

2002

BRIDGES, Banff Centre for the Arts. "Hipercubo/ok/" Book and Experimental Software presentation. Banff, Canada.

Selected Exhibitions and Shows

2016

Curator of the exhibition APARATO, media arts, experimental technologies in Latin America, Casa Hoffmann Gallery, Bogota.

2015

Curator of the exhibition Mapeando la Ciencia, scientific visualization. Places & Spaces + Fundamentos 1, in collaboration with Indiana University at Bloomington. Universidad de los Andes, Bogota, Colombia.

Macondo Pavillion, design with Laura Villegas and Santiago Caicedo of a 3300 square meters interactive pavilion about the work of Colombian writer Gabriel García Márquez, International Book Fair, 2015, Bogota, Colombia.

Curator of the exhibition Animación en Colombia - Selection of 103 audiovisual pieces made in Colombia. Arte Camara and Cluster of Creative and Content Industries. Bogotá, Colombia.

2014

MAMM, Museum of Modern Art Medellin, - Retrospective of works in video: "Camarena RGB" -video made launching a balloon to the stratosphere, "Encarando Datos" -data visualization based on Chernoff Faces. Medellin, Colombia.

Curator of the exhibition Videojuegos hechos por Colombianos, - Selection of 14 indie videogames made in Colombia with a timeline of the history of videogames at the global and local levels. Arte Camara and Cluster of Creative and Content Industries. Bogotá, Colombia.

2012

ACM Multimedia. Art Exhibition at the International Conference on Multimedia. Interactive media installation "The New Dunites" - Interactive media installation, Nara, Japan.

Marko Peljhan, Video,

EyOS. Art Exhibition as part of the Media Arts and Technology. University of California Santa Barbara. "New Dunites" - Interactive media installation, California, USA.

VIVO Arte.mov. "Balloon mapping" - Locative media and collaborative mapping creative workshop. Research in the public space. Visconde De Maua, Brazil.

2011

Sunhoo Creativity and Innovation Festival. "Two Cycles" - Locative Media Performance in the public space, Hangzhou, China.

AC Institute. "On Promiscuity of Languages" - video result of a trip to visit the Wayuu indigenous community. In "Unlikely Savages" curated by Carla Machiavello, New York. USA.

VIVO Arte.mov. "Dois Ciclos" - Locative Media Performance in the public space, Sao Paulo, Brazil.

MAT Seminar Series. Art Exhibition as part of the Media Arts and Technology Seminar Series, University of California Santa Barbara. Interactive media installation "New Dunites", Santa Barbara, USA.

2010

Media Lab Prado. "Dos Ciclos" - Locative Performance in the public space. Madrid, Spain.

Offlimits Gallery. "Facing Data" - Experimental information visualization project. Madrid, Spain.

The Allosphere. "M3: Melnikov Moon Mission". - Simulation of a trip to the moon made with Satellite Tool Kit. Project made with the help of Architect Daniel Cardoso. UCSB, Santa Barbara, USA.

2009

At Surveillance Aesthetics in Latin America: Work in Progress - "Modular Solution for Corridor Reactive Installations", - Set of small robot- reactive code solutions based on the interaction with the video camera. Sao Paulo, Brazil

The End of Year Show, Camerin Obscura, The End of Year Show, "Camarin Obscura", - Interactive sonic camera obscura. UCSB, Santa Barbara, USA.

Everybody Wants Everything, The End of Year Show, "Automata MSCRI" - Reactive robotic installation. UCSB, Santa Barbara, USA.

2008

Beta Version. With "Two Cycles" - Locative Media Performance in the public space. Geneva, Switzerland.

ISEA2008. "Opening Source" - Multimedia project based on personal genetic tests. Project presentation. Singapore.Singapore.

At AUDO. "Pure Noise" - Interactive sonic project presentation. West Lafayette, USA.

2007

Glynn Vivian Gallery - Displaced. "Opening Source" - Multimedia project based on personal genetic tests. Installation. Swansea, UK.

2006

Salón Nacional de Artistas. "Excavación" - Closed circuit video installation. Bogotá, Colombia.

Salón Regional de Artistas. "Telegrama" - Mobile phone network intervention. Tunja, Colombia.

2005

Ars Electronica, Living in Paradox. "Quiasma Project" - Interactive DVD based on a long process on documentation in several rural places in Colombia. Linz, Austria.

2004

ISEA2004. "Quiasma Project" - Interactive DVD based on a long process on documentation in several rural places in Colombia. Tallinn, Estonia.

At ZKM. "Ways of Neuron" - On Line Documentary. Karlsruhe, Germany.

2003

IFA Gallery, Nueva/Vista, Video Art from Latin America. "Sinfonía de Entropía" - Video. Berlin, Germany.

Tecnología de la desilusión, Banco de la Republica. "Typovideo" - Streaming Video System. Bogota, Colombia,

2002

BRIDGES, Banff Centre for the Arts. "Hiper cubo/ok/" - Book and Experimental Software presentation. Banff, Canada.

Museo de Arte Moderno de Bogotá. "Hiper cubo" - Book and Experimental Software presentation, Bogota, Colombia.2001- At CICV, International Center for Video Creation. - "Sinfonía de Entropía". Belfort, France.

Selected Awards and Distinctions

2014

FAPA Research grant, for Assistant Professors. Universidad de los Andes. Bogota, Colombia.

2011

Telefónica award in the VIDA13 Media Arts competition. Project “New Dunites” with Solen Kiratli. Madrid, Spain.

2010

UCIRA award. University of California Research in the Arts call for projects. Project “New Dunites” with Solen Kiratli. California, USA.

2009

Colfuturo funding for advanced studies in the USA. Bogota, Colombia.

2008

University of California Santa Barbara grad division scholarship, funding for 5 years PhD. California, USA.

2007

Fulbright scholarship to start a PhD program in the USA. Colombia/USA.

2007

Fulbright scholarship for a written English workshop at UC Santa Cruz.

2004

Nominated to Global Crossing Prize. Leonardo Journal. USA.- Nominated to Media Art Prize. With “Ways of Neuron” ZKM, Germany.

2003

Daniel Langlois Foundation. With “Quiasma Gorup/ Quiasma Project”. - Sponsorship. Canada.

2002

Goethe Institute. Scholarship to study German language. Germany.

Selected Teaching Experience

2016

Course in “Future of Publishing” at the MA in Design, Department of Design, Universidad de los Andes, Bogota, Colombia.

Interactive Media Workshops. Department of Design, Universidad de los Andes, Bogota, Colombia.

Web, Design and Interaction, Department of Design, Universidad de los Andes, Bogota, Colombia.

2015

Course in “Data Visualization” at the MA in Design, Department of Design, Universidad de los Andes, Bogota, Colombia.

Interactive Media Workshops. Department of Design, Universidad de los Andes, Bogota, Colombia.

Web, Design and Interaction, Department of Design, Universidad de los Andes, Bogota, Colombia.

2014

Course in “Data Visualization” at the MA in Design, Department of Design, Universidad de los Andes, Bogota, Colombia.

Seminar on Videogames in Colombia, “EGames” Postgraduate program in Videogames, School of Engendering, Universidad de los Andes, Bogota, Colombia.

Seminar on Technological Change, Postgraduate program in Technology and Society, School of Engendering, Universidad de los Andes, Bogota, Colombia.

2013

Archaeo-Metallurgy. Second Semester. Engineering School. Professor. Universidad de los Andes. Colombia.

Video Games History and Design. Second Semester. Department of Design. Professor. Universidad de los Andes. Colombia.

Web, Design and Interaction. First semester. Department of Design. Professor. Universidad de los Andes. Colombia.

2012

Contemporary Art Practice: Arts, Science and Technology. Winter Quarter. Department of Art. Teaching Associate. University of California Santa Barbara. USA.

2011

Advance Digital Media. Fall Quarter. Department of Art. Teaching Associate. University of California Santa Barbara. USA.

Contemporary Art Practice: Arts, Science and Technology. Summer Quarter. Department of Art. Teaching Associate. University of California Santa Barbara. USA.

2010

Contemporary Art Practice: Arts, Science and Technology. Summer Quarter. Department of Art. Teaching Associate. University of California Santa Barbara. USA.

2009

Optical Computational course with professor George Legrady. Media Arts and Technology program. Teaching Assistant in doctoral course. University of California Santa Barbara. USA.

Media Arts and Technology Seminar with Professor Mathew Turk (MAT chair). Teaching Assistant at in doctoral course. Media Arts and Technology program. University of California Santa Barbara. USA.

2008

Arts and Technology course with professor George Legrady. Media Arts and Technology program. Teaching Assistant in doctoral course. University of California Santa Barbara. USA.

2007-2005

Assistant professor at Universidad de los Andes. Courses on Multimedia in the Art Department and Technology and Society in the School of Engineering. Universidad de los Andes, Bogota, Colombia.

2004

Lecturer in the Master in Curatorial in New Media Art. MECAD, Universitat Ramon Llull, Barcelona. Spain. 1999-2003- Lecturer on Video Art, Net Art and Multimedia in the Art Department at Universidad de los Andes, Bogota. Colombia.

Languages

- Spanish, Portuguese, English. (Fluent).
- French and German (Basic).
- HTML, CSS, Processing (Fluent).
- PHP, JAVA, Wiring. (Intermediate).