

WEBSITE

www.benjavides.com,
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MOBILE

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BENJAMÍN BENAVIDES

Motivated leader capable of forming and working in interdisciplinary groups incorporating technologies to increase the efficiency and quality of work. Ease and speed in learning and mixing new softwares and technologies.

INTERESTS AI, virtual reality, medial arts, education.

PROJECTS

2018

CONVERGENCIA

GRANDES ARTISTAS LATINOAMERICANOS

Realtime interactive museum installation about the use of the body in latin american contemporary art.

2017

SINUSOIDAL

Projection mapping presentation made with Marcelo Finca. Presented in Kiev's Light Festival 2017.

2017

INCAR

SALMONERO NINJA

Virtual reality game to learn about aquaculture.

2017

M. GARRETÓN

P. OSSANDÓN

DEFAULT

Realtime interactive museum installation about neuroscience.

2016

NÚCLEO CPC

ÅNGSTRÖM

Educational mobile game about different scales of distance and basic chemical reactions.

2015-2016

PIPER

KICKSTARTER CAMPAIGN VIDEO AND WEBSITE

Piper is a product for kids to learn about programming and electronics by playing a modified version of Minecraft in a computer that they build.

2015

NÚCLEO CPC

VIRTUAL REALITY GAME

Educational game for kids to learn about astro-chemistry.

2014

UNIVERSIDAD CATÓLICA

VISUAL THINKING FINAL PROJECT

Physical representation of government data on colleges and careers. Won first place in AbreCL 2014.

2012

UNIVERSIDAD DEL

DESARROLLO

COMPETITION "LEARNING TO MAKE MOVIES WITH YOUR STORY"

My short film idea was selected, had theoretical and practical classes and finally filmed it.

EDUCATION

UNIVERSIDAD CATÓLICA
Expected 2013 - 2019

Computer Science

LANGUAGES

SPANISH Native

ENGLISH Advanced

CORE SKILLS

Fast, practical and informal learning; creativity, decision making, leadership, team player, organization, critical thinking.