

# Ruth Daniela Martínez Yepes

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## Education

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### University of Los Andes, Bogotá Colombia (dual program)

- **MFA in Media and Electronic Arts 2019** (two year program)/ Cum laude / (*Maestría en Artes plásticas, electrónicas y del tiempo*), digital arts and artworks designed and produced by means of new media technologies.
- **MEng Program in Computer Science 2017** (one year program)

### Pontificia University Javeriana, Bogotá Colombia 2016 (five year program)

- **BFA/MFA Master in Visual Arts** / Graduated with honors/ Concentration Audiovisual Production

## Work Experience

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### Teaching Faculty, College of Architecture and Design, Universidad de los Andes, Bogotá, Colombia

Course: *Computational Thinking and Algorithms (Laboratorio del Pensamiento Algorítmico)* 2021- to current

- Artistic experimentation interfaced with Computational Systems and Algorithm design  
<https://arqdis.uniandes.edu.co/pensamiento-algoritmico/>

### STEAM Teaching and Academic Content Creator, Maloka Museum for Science Technology, and Innovation, Bogotá Colombia, 2020-to current

Maloka was awarded the Latin-American prize for the Popularization of Science and Technology, for its outstanding work at the national and regional levels in popularizing and relaying the values of science and technology. Private enterprises, local and national government institutions, and educational establishments are taking part in the initiative.

- Adaptation of virtual educational resources for girls aged 12 to 15
- Teaching in Scientific thinking in Science, Technology, Engineering, Arts and Math (STEAM).
- Tracking the progress of participants; supporting the follow-up of STEAM leadership activities.
- Perform STEAM activities with the participants of the program.  
<https://www.maloka.org/convocatoria-chicas-steam-2021>

### Teaching Assistant, College of Arts and Humanities, Universidad de Los Andes, Bogotá Colombia

Undergraduate Course: *Art and Scientific Processes* 2019

- Support in class sessions, planning of workshops, grading assignments, out-of-class counseling to students

Undergraduate Course: *Interactivity and Autonomous Object* 2018-2019

- Support in class sessions, planning of workshops, grading assignments, out-of-class counseling to students

## Design Studio Experience

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**Studio Manager, Design Studio *Experiance S.A.S*, Bogotá Colombia** 2016-2017

- Management of creative team
- Development of strategies focused on event production, audiovisual production or experiences for one-to-one meetings
- Development of commercial strategies and customer support

**Project Manager, Design Studio *Experiance S.A.S*, Bogotá Colombia** 2014-2016

- Development of concepts, scripts, and multimedia content
- Project coordination from pre to post production
- Customer support

## **Relevant Professional Development Advanced Training**

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**Computational Analysis and Machine learning, Graduate Level course** 2022  
Universidad de los Andes, Bogotá, Colombia

**College level Science/Engineering Calculus and Physics Courses to support STEM** 2021  
Universidad Javeriana, Bogotá, Colombia.

**Communicating Data Visualizing Knowledge Postgraduate Module** 2020  
University of Los Andes, Bogotá, Colombia

**Logic and Cellular Automation** 2020  
**Artistic experimentation workshop with Computational Systems,**  
Plataforma Bogotá IDARTES, Colombia

**Pedagogy Training Module,** 2019  
University of Los Andes, Bogotá Colombia

**Computational Thinking Workshop,** 2013  
Hobart and William Smith Colleges, Geneva NY, US

**Audiovisual Filmmaking Production Seminar,** 2011  
Dov Simmens

## **Selected Exhibitions**

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**Voltaje: Salón de arte y tecnología. VI edition** 2019  
Group Exhibition, Bogotá Colombia  
(Curated by Carmen Gil Vrolijk)

## **Languages**

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Programming: Javascript, Processing (Java), Arduino, Python.

Audiovisual Software. DaVinci Resolve, Adobe CS: Pr, Ae, Ps, Ai.

Spanish (native fluency), English (Toefl current best score 97: writing 21, listening 25, reading 27, speaking 24)