# Ruth Daniela Martínez Yepes

Transmedia Artist - PhD Candidate in Information Science
Cornell University
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## Education

**Cornell University, Ithaca, New York**

- **PhD Candidate/ Information Science, started Fall 2022**

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

- **MFA, 2019** (two-year program)
  (*Maestría en Artes plásticas, electrónicas y del tiempo*), Fine arts, digital arts, and artworks produced through transmedia creation processes.
- **MEng Program in Computer Science 2017** (one year)

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

- **BFA/ Visual Arts**/ Concentration Audiovisual Production

## Journal Publications

**Martínez Yepes, Ruth. 2024. « Artificial intelligence, racialization, and art resistance. »**
Cuadernos de Música, Artes Visuales y Artes Escénicas 19 (1): 222-235.
https://doi 10.11144/javeriana.mavae19-1.aira

## Selected Exhibitions

**Put it on paper / El papel aguanta todo** 2025
Solo Exhibition, Ithaca, New York, US
Experimental Gallery, Tjanden Hall

**Put it on paper / El papel aguanta todo** 2024
Solo Exhibition, Ithaca, New York, US
The Soil Factory (Curated by Paulina Velazquez Solis)

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

**La Soledad del Proyecto** 2019
Group Exhibition, Bogotá, Colombia
Laboratorio Interdisciplinario para las Artes – LIA / El faro del tiempo

## Talks and Events participation

**Panelist,** *ART × ARTIFICIAL INTELLIGENCE – A Conversation.* 2026, Center for the Arts of Homer, 2026. Homer, NY

**Panelist,** *Conversaciones que Suman: Arte y Matemáticas*. Red para la Enseñanza y el Aprendizaje de las Matemáticas. 2025, Universidad Nacional de Colombia, Bogotá.

**Panelist**, *Shapes of (post-)conflict in Colombia: an Intersectional Approach.* The 2024 Conference of The Peace and Justice Studies Association. Niagara, NY.

## Work Experience

**Research Assistant, *NSF-Funded Project:*** *CAREER: Understanding and Enabling Human-Robot Collaboration with Groups of People*, Cornell University. 2024 - 2025

- Design and facilitation of a four-week participatory art and technology workshop exploring the intersection of automation, identity, and representation.

- Led activities integrating hands-on robotics, collage art, and critical discussion to engage youth in reflecting on the social impact of automation.
- Collected and analyzed participant feedback to inform iterative improvements in workshop delivery.
- Collaborated with co-facilitators in adapting artistic and educational methods to foster inclusion and critical engagement in non-formal learning environments.

**Teaching Assistant, College of Computer and Information Science, Cornell University, Ithaca, NY, US**
Course: *Choices and Consequences in Computing* Spring 2024 & 2025

Computing requires difficult choices that can have serious implications for real people. This course covers a range of ethical, societal, and policy implications of computing and information. It draws on recent developments in digital technology and their impact on society, situating these in the context of fundamental principles from computing, policy, ethics, and the social sciences. A particular emphasis will be placed on large areas in which advances in computing have consistently raised societal challenges: privacy of individual data; fairness in algorithmic decision-making; dissemination of online content; and accountability in the design of computing systems. As this is an area in which the pace of technological development raises new challenges on a regular basis, the broader goal of the course is to enable students to develop their analyses of new situations as they emerge at the interface of computing and societal interests.

**Teaching Assistant, College of Computer and Information Science, Cornell University, Ithaca, NY, US**
Course: *Computing On Earth: Planetary Dimensions and Consequences of Computing* Spring 2023

This experimental, collaborative, and seminar-based class will explore the material ethics of computing – the ways in which computing rests upon, emerges from, and ultimately returns to the earth, with deep and sometimes negative implications for sustainability, equity, and justice in a rapidly changing world. Drawing on journalistic sources and academic fields ranging from anthropology, history, and public policy to law, science, and technology studies and human-computer interaction, the course will examine problems of computing-related sourcing and extraction, energy and consumption, and waste and repair, and how these are distributed and experienced in vastly different ways by different social groups and actors. Cases and examples will be drawn from near-to-hand and around the world. Assignments will include weekly reading reflections, seminar leadership, and experimental individual and group projects that students will have some hand in determining. Professor S. Jackson

**Teaching Assistant, College of Computer and Information Science, Cornell University, Ithaca, NY, US**
Course: *Designing Technology for Social Impact* Fall 22, 24, 25

The social impact of technologies is typically considered fairly late, if at all, in the design process. Indeed, it can be difficult at design time to predict the effects of technologies. In this course, science & technology studies, technology design, and the arts will be the centers of focus to analyze the values embodied in technology design and to design technologies to promote positive social impact. What social and cultural values do technology designs consciously or unconsciously promote? Professor C. Csikszentmihalyi.
https://courses.cornell.edu/preview_course_nopop.php?catoid=45&coid=809498

**Teaching Faculty, College of Architecture and Design, Universidad de los Andes, Bogotá, Colombia**
Course: *Computational Thinking and Algorithms* (*Laboratorio del Pensamiento Algorítmico)* 2021- 2022

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

**STEAM Teaching and Academic Content Creator, Chicas STEAM, Maloka Museum for Science, Technology, and Innovation, Bogotá, Colombia** 2020- 2022
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 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 program participants.
  https://www.maloka.org/convocatoria-chicas-steam-2021

**Teaching Assistant, College of Arts and Humanities, Universidad de Los Andes, Bogotá, Colombia**
Course: *Art and Scientific Processes* 2019
- Support in class sessions, planning of workshops, grading assignments, and out-of-class counseling to students

Course: *Interactivity and Autonomous Object* 2018-2019
- Support in class sessions, planning of workshops, grading assignments, and out-of-class counseling to students

## Projects

**Creative Leader, Digital Book *Martina*,** 2020
Fundación Psicovalorados, Cali Colombia
https://play.google.com/store/apps/details?id=com.psicovalorados.cuentosinfantiles

## Design Studio Experience

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

**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

## Languages

Spanish (native fluency), English