

(+593) 098.112.0706
galo.carrion@ucuenca.edu.ec



GaloCarrión

Education

MFA in Visual Communication Design focused on Design Thinking and Design Leadership. (MAY, 2016).

Herron School of Art & Design. Indianapolis, IN.

Thesis: How might mobile devices inform the creation of sensemaking maps to understand the experience of users of public transportation in Indianapolis.

Designer. (JANUARY, 2002)

Universidad del Azuay. Cuenca, Ecuador.

Thesis: Curriculum Proposal for the graphic area of the School of Design of the Universidad del Azuay.

Competences & Skills

Problem Solving

Identify problems to a specific challenge.

Recognize patterns and insights while analyzing and synthesizing data.

Visual Proficiency

Ability to synthesize and visualize data and abstract concepts.

Visual Analysis and Research.

Collaboration

Communicate and work with diverse groups of people.

Work across multidisciplinary fields.

Design facilitation

Ability to lead groups through a problem solving process

Technical Skills

Proficiency in Adobe CC, and Microsoft Office.

Programming: HTML, Processing (Intermediate), WordPress hacking.

Photography: Advance level.

Professional Experience

Graduate Apointee (SEPT. 2015 / MAY. 2016)

Herron School of Art & Design. Indianapolis, IN.

Planning and lecturing for Type & Image (2015) and Typography (2016) classes. Tutoring students.

Supervisor: Eva Roberts, evarober@iupui.edu

Graduate Assistant (JAN. 2015 / MAY. 2015)

Herron School of Art & Design. Indianapolis, IN.

Helped guide sophomores Visual Communication Design (VCD 2) students through branding projects and standards manual design process. Provide students constructive feedback and professional advice for pre and post production standards.

Supervisor: Brad McKinney, bwmckinn@iupui.edu

Professor/Researcher (OCT. 2010 / TO DATE)

Universidad de Cuenca. Cuenca, Ecuador.

Planning and lecturing for Advertising, Graphic Design Theory and Typography classes. Tutoring students. Coordinating and planning the process of accreditation of the School of Design. Proposing curricular grid for BFA in Design.

Coordinating research projects at MediaLab. Managing a team of 5 people in research and promotion of how computers can create new expressive forms in fine arts, music, and design.

Brand Manager. (AUG. 2009 - JAN. 2010)

I. Municipalidad de Cuenca. Cuenca, Ecuador.

Managing a team of 6 people, responsible for corporate image and graphic lines of communication. Creating and conceptualizing campaigns of political communication.

Web Designer. (MAY. 2007 - OCT. 2007)

Mixtion Digital Solutions. Buenos Aires, Argentina.

Web designing. Creating and designing campaigns for online marketing. Managing promotional content. Basic html programming. Producing banners and content for mobile devices.

Design Agency, Owner. (MAR. 2000 - JUL. 2014)

Masaki Santo/SurrealEstudio. Cuenca, Ecuador.

Creative director. Web designing. Manage a team of 5 people for editorial design, branding and advertising.

Branding consultant. (JUL. 2004 - JUL. 2014)

Universidad del Azuay. Cuenca, Ecuador.

Managing brand image and graphic lines of communication. Creating and conceptualizing campaigns of communication. Supporting online communication and social media networks.

Design Professor. (MAR.2003 - AUG. 2003)

Graphic Design Professor at Universidad del Azuay. Cuenca, Ecuador

Planning and lecturing Branding Design class. Tutoring students.

Photography Instructor. (23 - 28 SEPT., 1996)

Instructor of Basic Photography workshop. School of Architecture of the Universidad de Cuenca. Cuenca, Ecuador.

Professional Activities

Design and Research Methodology. (31 JAN - 8 FEB, 2012)

Attendee. Universidade de Cuenca. Cuenca-Ecuador.

Latin American Biennial of Typography. "Tipos Latinos". (2008, 2010, 2012)

Co-organizer. Cuenca, Ecuador

Responsible for fund rising, event promotion, exhibition mounting and workshops.

Voces en Libertad. (APR. - MAY. 2011)

Parallel exhibition to the 11th Bienal del Cartel de México. Event coordinator in Cuenca.

Responsible for event promotion, exhibition mounting and workshop organization.

Trueque Creativo / Creative Exchange. (OCT. 2010)

Guest professor at the Graphic Design Workshop. Universidad del Azuay. Cuenca, Ecuador.

Indigo Independent Design Fair, (JAN. 2008 - MAR. 2008)

Organizer. Web designing. Creating and designing campaign for event promoting.

Communicational Design Theory. (OCT. 2006 – JUL. 2007)

Attendee. Universidad de Buenos Aires, Argentina.

International Meeting on Graphic Design "TMDG 06" (29 SEPT. – 1 OCT. 2006)

Attendee. Mar del Plata, Argentina.

First Festival of Experimental Music and Design, "INFUSION". (JAN. 2003 - AUG. 2003)

Organizer / Designer responsible for creating advertising campaign.

Opening your creative locks. (JUL. 2001)

Workshop dictated by Luba Lukoba. Attendee. Guayaquil-Ecuador.

Bienal Universitaria de Diseño, BUD 98 (16 -27 NOV. 1998)

Workshop-Contest "Efficient use of energy: the case of illumination"

Attendee. Quito-Ecuador.

Fourth Latin American Congress of Students of Design. (14 - 16 OCT. 1996)

Attendee. Cuenca-Ecuador.

Research Experience

“Workstations of Telepresence”, SEPT. 2013 TO JUL. 2014

Researcher at Universidad de Cuenca. Cuenca, Ecuador.

The main objective of the project is to create a node of digital technology that will be permanently connected with similar initiatives around the world to research and develop interactive interfaces; robotic components for sensorial experiences; and immersive environments of virtual and augmented reality.

Curriculum Proposal for the graphic area of the School of Design of the Universidad del Azuay. SEPT. 1999 TO DEC. 2001

Responsible for proposing curricular grid for BFA in Graphic Design.

Publications

My top ten of posters from debut films ´ of Latin American directors. JAN. 2014

Article in 25 watts Magazine, Published by Cinemateca Nacional. [Online version.](#) Quito-Ecuador.

The rectangle as cultural construction. DEC. 2010

Published in Universidad Verdad, Universidad del Azuay Magazine (page 105), monographic issue about Design. [Online version.](#) Cuenca-Ecuador.

Ibero American Design Biennial / BID 10. Nov. 2010

Selected work for Catalogue and exhibition. Madrid-Spain.

Ecuadorian posters selected for the Biennial of Mexico. SEPT. 2010

Published in Grafitat.com about the Ecuadorian designers selected for the 11th edition of the Poster Biennial of Mexico. [Online version.](#)

Fanzinoteka. SEPT. 2010

Published in Grafitat.com. Ecuador. [Online version.](#)

Exhibitions

Heritage Spectrum: Ten years later. 2016.

Collective exhibition of pieces made by minority students of Herron School of Art and Design. Indiana State Museum. Indianapolis, USA.

Interfaces de Diálogo. 2013.

Collective exhibition of pieces made using Processing, Arduino and Kinect. Museo Pumapungo. Cuenca-Ecuador.

Official selected work. 2011.

Ibero American Design Biennial (BID 10). Madrid-Spain.

Quito in Zaragoza. 2010.

Exhibition in Zaragoza-Spain. Posters category. Guest designer

Album 3. 2009.

Guest designer. Quito/Ecuador.

Hilda Thomas. 2009.

Exhibition in honor of Hilda Thomas. Museum of Anthropology and Contemporary Art. Guest designer. Guayaquil / Ecuador.

Honors and Awards

Fulbright Scholarship. JUL. 2014

BAQ / Bienal Internacional de Arquitectura. NOV. 2007

Periodic publications category National Prize. Graphic Designer. Quito-Ecuador

BAQ / Bienal Internacional de Arquitectura. NOV. 2004

Specialized publications category Honorable Mention / Interactive. Graphic Designer. Quito-Ecuador.

Bienal Internacional de Arquitectura Prize, NOV. 2001

Category: Publications, theory & criticism. Photographer. Quito Ecuador.