



ORIO PASTOR

MULTIMEDIA ENGINEER



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LANGUAGES

ENGLISH

SPANISH

CATALAN



ABOUT ME

Hi, I am ORIO PASTOR, a Multimedia engineer specialized in visual arts, interaction and music. Good coder. Professional experience being part of visual arts festivals, audiovisual communities and multimedia studios.



EXPERIENCE

MULTIMEDIA ENGINEER, SOHO GARDEN (DUBAI, JUNE 2022 – MAY 2023)

VJ IBIZAGLOBALRADIOUAE FESTIVAL (DUBAI, MARCH - MAY 2022)

PROJECTION MAPPING ARTIST, BURJ KHALIFA (DUBAI, JANUARY 2022)

MULTIMEDIA ENGINEER, IRIS DUBAI (DUBAI, AUGUST 2021 – JUNE 2022)

MULTIMEDIA ENGINEER, BLU DUBAI (DUBAI, FEBRUARY 2021 – AUGUST 2021)

MULTIMEDIA ENGINEER, BOA CLUB (DUBAI, SEPTEMBER 2016 - FEBRUARY 2021)

VOLUNTEER MUTEK FESTIVAL (DUBAI, OCTOBER 2018)

MULTIMEDIA ENGINEER, DOME CLUB (DUBAI, NOVEMBER 2017 - CLOSING)

VJ GROOVE ON THE GRASS FESTIVAL (DUBAI, SEPTEMBER 2016)

VISUAL ARTIST, MASSAGRAN MUSICAL (BARCELONA, APRIL 2016)

PROJECTION MAPPING COLLABORATOR, TOKYO MAPPING AWARDS (TOKYO, MARCH 2016)

PROJECTION MAPPING ARTIST, MAPPING SALON#3 (TOKYO, JANUARY 2016)

DOME WORKSHOP, DHU (TOKYO, JANUARY 2016)

PROJECTION MAPPING ARTIST, GREEN FABLAB (BARCELONA, AUGUST 2015)

PROJECTION MAPPING ARTIST (BARCELONA, JULY 2015)

VISUAL PRODUCER, MIRA FESTIVAL (BARCELONA, 2014)

CODER & 3D, ROTOR STUDIO (BARCELONA, 2014 – JANUARY 2015)

WEBMASTER & COWORKER, ESPAI ERRE (BARCELONA, 2014 – JANUARY 2015)

PROJECTION MAPPING ARTIST, MEDI ARTZ FESTIVAL (JAPAN, SEPTEMBER 2014)

COMMUNITY MANAGER & WORKSHOPS ORGANISER, TELENOIKA (BARCELONA, 2013 – NOVEMBER 2014)

PROJECTION MAPPING ARTIST, MOT FESTIVAL (GIRONA, APRIL 2014)

PROJECTION MAPPING ARTIST, CEV (BARCELONA, MARCH 2014)

CODER, STRATOFYZIKA (BARCELONA, FEBRUARY 2014)

PROJECTION MAPPING ARTIST, MIRA FESTIVAL (BARCELONA, NOVEMBER 2013)

PROJECTION MAPPING ARTIST, SIGNAL FESTIVAL (PRAGUE, OCTOBER 2013)

VJ CLUBS (BARCELONA, 2012 -2014)



DESIGN SKILLS

PHOTOSHOP

INDESIGN

ILLUSTRATOR

ANIMATE



CODE SKILLS

OPENFRAMEWORKS

PROCESSING

ARDUINO

UNITY 3D

GLSL

MYSQL ^{SS}



AV SKILLS

CINEMA4D

AFTER FX

ABLETON

DAVINCI RESOLVE

MAX MSP

TOUCHDESIGNER

UNREAL



MAPPING SKILLS

MADMAPPER

MILLUMIN

BLENDY DOME



EDUCATION

DEGREE in Multimedia Engineering at La Salle university (Ramón Llull)



WORKSHOPS

RULR by Elliot Woods & Rhizomathiks (2015, Tokyo)

Blendy Dome by UnitedVjs at Telenoika (2014, Barcelona)

Jitter in MAX/MSP by Oscar Sol at Telenoika (2014, Barcelona)

Mapping Interaction with Unity3d by Miguel Espada (Espada y SantaCruz Studio) at Telenoika (2013,Barcelona)

OpenGL with Openframeworks by Arturo Castro (Openframeworks) at Telenoika (2013,Barcelona)

Algorithmic control of light by Santi Vilanova (Playmodes) at Mira festival (2013, Barcelona)

Arduino by Alex Posada (MID) at Telenoika (2013,Barcelona)

Data visualization by Oscar Marin (Outliers) at Telenoika (2013,Barcelona)

Data mining by Oscar Marin (Outliers) at Telenoika (2013,Barcelona)

Introduction to **Openframeworks** by Arturo Castro (Openframeworks) at Zzzinc (2013, Barcelona)

VVVV by Andres Alvarez at Telenoika (2013, Barcelona)

Mapping by Eloi Maduell, Santi Vilanova (Playmodes), Joanie Lemercier (AntiVJ), Roberto Fazio (RF Studio) (2012, Barcelona)

Musical Production by K-sero at Telenoika (2012, Barcelona)

Video 360° by Antonio Victor Garcia-Serrano (2012, Campus Party Berlin)

Playing the Invisible: **Imagining Music, Visually, with Free Tools** by Peter Kirn (2012, Campus Party Berlin)

Create your own electronic instrument with **Arduino and PureData** by Codasign (2012, Campus Party Berlin)

Syphon + Processing by Miguel Espada (Espada y SantaCruz Studio) at WeLoveCode Studio (2012,Barcelona)

OSC + Processing by Alba g Corral at WeLoveCode Studio (2012,Barcelona)

Mapping by Eloi Maduell (Playmodes) at Telenoika (2011,Barcelona)