Cristian Díaz — Curriculum Vitæ

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I develop accessible spatial computing apps for iOS, macOS, and visionOS that enable users to explore, consume, and create.

Education

2007...2008	**El Centro de Formación CICE en Madrid** (ES) • M.S. Computer Programming • M.C.A. Computer Games
2001...2003	**Universidad del Pacífico** (CL) • M.S. of Technology (MTech), Internet/Multimedia • M.S. Maya 3D
1998...2003	**Universidad de Chile** (CL) B.L.A. Arts and Sciences/Liberal Studies
Other	• Metal/WebGPU/WebGL • GLSL Shaders • IBM — A developer's guide to the Internet of Things (IoT) • Stuff That Talks To The Interwebs (ST4i) • Core Data Performance and Concurrency • Advanced iOS programming • Unity

Workshops

09/2023	**try! Swift NYC** (US) Accessible Spatial Computing • https://www.tryswift.co/events/2023/nyc/
2015	**Método White** (ES) - iOS - SpriteKit
2014	**IAB** (ES) Responsive Design

Professional Experience

02/2023...	**monstarlab** (DE) Lead Engineer · Researched accessible spatial computing · Established bases for the spatial computing practice · Collaborated across departments to develop immersive technology · Implemented several AR apps and related debugging tools. · Managed cross-market workshops. · Promoted open source efforts creating RealityKit debugging tools
10/2021...02/2023	**monstarlab** (DE) Senior iOS Developer · Implemented apps and POCs at the edge · Established architecture and documentation practices · Facilitated the single ecosystem / cross platform mindset creation · Led the AR practice · Contributed to the Accessibility culture
01/2021...10/2021	**210x7** (DE) Freelance · Optimized macOS apps across the board · Helped to adopt new technologies · Innovated in architecture and pipeline approach
01/2020...12/2020	**WeatherPro/DTN** (DE) Consultant • Developed the next generation of WeatherPro • Facilitated next in pipeline DTN components • Executed accessibility audits
01/2017...02/2019	**German Autolabs** (DE) Lead Developer · Implemented a highly demanding BLE app · Collaborated on the protocols for communication · Collaborated Cross-Functionally with NLP and ML teams · Contributed to firmware development · Managed vendors
06/2015...09/2016	**Qardio, Inc.** (NL) Lead Developer · Implemented a highly demanding BLE app · Collaborated on the protocols for communication · Initiated the big refactor · Collaborated on healthcare research and licensing • Researched accessibility
03/2010...11/2012	**d-raíz** (ES) Technical Director	R+D Department • Assisted teams in utilizing and advancing new technologies • Collaborated on the implementation of several award-winning experiences
07/2008...12/2009	**Wysiwyg** (ES) Lead Developer • Collaborated on the implementation of several award-winning experiences • Led the interactive team to one of the most rewarded phases
02/2007...07/2008	**MRM//McCann** (ES) Lead Developer · Implemented several tech challenging experiences

05/2004...12/2006	**Ogilvy & Mather** (CL) Lead Developer • Coordinated the interactive team to create one of the best winning methods
2001...2004	**raízdigital** (CL) Technical Director • Researched interactive technologies
2000...2001	**Arca Comunicaciones** (CL) Web developer • init

Teaching

2012...2015	**Método White** (ES) Developer • Founding Member of an app school/workshop • Designed and implemented multiple apps • Collaborated with alumni to build the methodology foundations • Constructed workshops and tailored training sessions
2010...2014	**CICE** (ES) Instructor • Executed several M.S. computer related courses
2006	**Universidad del desarrollo** (CL) Instructor • Teach multimedia to students studying cinema and advertising

Talks and Presentations

11/2023	**RealityCheck** - https://www.linkedin.com/events/ exploringvisionprocommunityeven7132768460136140800
10/2023	**Open Source Spotlight: RealityCheck** - https://www.youtube.com/watch?v=89iYsoWBrME
10/2023	**Copenhagen Swift & Cocoa meet-up** (DK) Accessible Spatial Computing • https://www.meetup.com/copenhagencocoa
09/2023	**try! Swift NYC** (US) Accessible Spatial Computing • https://www.tryswift.co/events/2023/nyc/
06/2023	**try! Swift DUB DUB** Accessible Spatial Computing • https://www.tryswift.co/dub-dub
05/2023	**Uñicode** (ES) Realidad desbordada • https://podcasts.mongodb.com/public/115/Unicode(U+00D1)- Podcast-9f56b04f/77aaf87e
04/2023	**Borderless Engineering Sessions** (DE) Augmented Reality for Accessibility: Solving the right problem • https://www.youtube.com/watch?v=1zkKem7kHAQ

09/2022	**Borderless Engineering Sessions** (DE) Beyond ARKit • https://www.youtube.com/watch?v=ev0k0kS34BQ
11/2012	**Premios Inspirational** (ES) Diseño resposable • https://vimeo.com/53441437

Awards

2017	**Frost & Sullivan** (US) • digital co-driver Chris
2016	**CES Innovation** (US) • QardioBase wireless scale
	Red Dot Design (DE) • QardioBase wireless scale
2015	**Red Dot Design** (DE) • QardioCore EKG monitor
2011	**Inspirational** (ES) Silver "place your music" - Vodafone
2010	**Best Pack** (ES) Bronze "laeraaquarius" - Coca Cola
	SOL (ES) Bronze "grantemazo" - Ballantines
2009	**SOL** (ES) • Gold "kinkiahorro" - BurgerKing • Bronze"pesetaexperience" - Ballantines • Bronze "minutos" - Vodafone
2006	**ACHAP** (CL) • Gold "Banda" - Motorola • Gold "Celos" - Abismo Bikinis
	EL OJO DE IBEROAMERICA (CL) • Gold "Celos" - Abismo Bikinis • Silver "Celos" - Abismo Bikinis • Bronze "Vocación" - Universidad SEK
	FIAP (CL) • Silver "Banda" - Motorola • Bronze "Celos" - Abismo Bikinis
	BIG (CL) • Gold "Super Pato " - Banco Estado
2005	**BIG** (CL) • Gold "Business One" - SAP

ACHAP (CL) · Grand Prix "Motorazr" - Motorola · Gold "Video" - Motorola · Gold "Motorazr" - Motorola · Silver "Finding" - Motorola · Silver "Business One" - SAP · Bronze "Corte" - Motorola · Bronze "Fuego" - Calaf · Bronze "Business One" - SAP	
AMI (CL) · Gold "Viña Gracia" - Viña Gracia	