Matías Piña Aguilera

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SUMMARY

Creative Technologist with a background in data science, interested in the intersection between technology and creativity. Proven ability to design and develop innovative prototypes, interactive installations, and experimental user interfaces leveraging machine learning, diverse programming languages, and hardware. Passionate about pushing technical and creative boundaries within collaborative, experimental environments. Currently finishing an MFA in Design and Technology, and exploring creative applications for generative AI.

SKILLS

Python, JavaScript (Node.js, Vue.js, p5.js, D3.js, ML5.js), HTML5, Tailwind, CSS, Swift, Git, Google Cloud Platform, AWS, Touchdesigner, PyTorch, Tensorflow, Pandas, GLSL, C++, Arduino, ESP32, Processing, Adobe Creative Suite, Unity, SQL, Blender, Figma

EDUCATION

Parsons School of Design, The New School   **May 2025**
MFA in Design and Technology   *New York, NY*

Pontificia Universidad Católica de Chile   **July 2023**
MSc in Computer Science   *Santiago, Chile*

Pontificia Universidad Católica de Chile   **July 2021**
BSc in Design Engineering   *Santiago, Chile*

WORK EXPERIENCE

Freelance   **Feb. 2024 - Present**
Creative Technologist   *New York, NY*
- Led the design, prototyping and development of large-scale interactive installations for an interactive museum in Manhattan, integrating depth cameras, custom Python/GLSL code, and TouchDesigner to create highly responsive user experiences.
- Developed interactive data visualization installations for public exhibitions, incorporating physical inputs from microcontrollers and visualizing dynamic API data with Python, JavaScript, and TouchDesigner.
- Developed functional prototypes for accessibility-focused Augmented Reality (AR) mobile applications, engineering interactive 3D scenes and animations using Swift and Blender.

Parsons School of Design   **Jun. 2024 – Present**
Research Assistant   *New York, NY*
- Designed and implemented novel AI-powered creative tools, utilizing TouchDesigner and Stable Diffusion for real-time enhancement of digital sketches with AI-generated animations.
- Implemented custom Stable Diffusion pipelines using ComfyUI and TouchDesigner, generating real-time and non-real-time animations from still images and live video feeds.

Teaching Assistant   *New York, NY*
- Supported graduate and undergraduate students across diverse technical courses ("AI, Creativity, and Social Justice," "Immersive Storytelling", "Data Visualization Studio"), translating complex concepts in AI, web development (JS frameworks, Node.js), design principles and creative coding.
- Provided technical guidance and fostered practical application across a wide range of technologies including Python, JavaScript, Unity, Arduino, microcontrollers and TouchDesigner.

Umine   **Dec. 2022 - Dec. 2023**
Data Scientist   *Santiago, Chile*
- Developed a predictive analytics pipeline using Python, GCP, and SQL to identify and mitigate student dropout risks, delivering actionable insights.
- Created a dynamic internal interactive dashboard using Python, SQL and CSS for exploratory analysis and real-time business insights, improving decision-making processes across the sales and operations departments.
- Led the creation of a web scraping pipeline to extract and process client data from government websites, reducing daily task time by 90%.

University of Toronto   **Jan. 2022 - Dec. 2022**
Research Assistant   *Toronto, Canada*
- Designed, developed, and tested interpretable machine learning pipelines to forecast at-risk students in computer science courses, achieving performance metrics comparable to state-of-the-art architectures.
- Mentored undergraduate students in data analysis and research methodologies within the Intelligent Adaptive Interventions (IAI) Lab.

Quansa   **Sept. 2021 - Nov. 2021**
Software Engineer Intern   *São Paulo, Brazil*
- Implemented front-end solutions with JavaScript and React, improving user dashboards, site layouts, and overall platform scalability.
- Collaborated with stakeholders to identify UX enhancement opportunities, translating key requirements into actionable improvements.