Santiago Ortiz

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Summary

Santiago Ortiz is a mathematician, data scientist, information visualization researcher and developer. He uses his background in mathematics and complexity sciences to push the boundaries of information visualization and data based storytelling. In 2005 he co-founded Bestiario (Barcelona), the first company in Europe devoted to information visualization. He currently works as an international consultant, helping organizations with analyzing data and developing information communication strategies. He specializes in networks, conversations and knowledge. He currently leads Moebio Labs.

Moebio Labs is a team of data scientists, data visualization developers and designers. We develop advanced interactive visualization projects that connect with huge data sets. Our methodology and projects are designed to get deep insight from data, solve real problems and answer strategic questions. We work for clients around the world.

"Nature, in all its forms, inspires me. I'm fascinated with patterns that emerge in very diverse phenomena and in extremely different scales, specially when new complexities are formed: in the creation of galaxies, proteins, multicellular organisms, or innovative ideas. All these dynamic processes also generate data, and information visualization is then a window to them. All these processes are also interactive –complexity emerges from the interaction of simplest parts–, so I explore how to mimic these interactions in the cognitive experience of the persons faced with the visualization interfaces. I see Nature as an inconceivable flow of information and interactions, and my work as an extension of it."

Work permission status in U.S. territory.

I hold an O1 Visa, that allows me to work and invoice in american soil.

Professional Experience

2013-present	Head at Moebio Labs
2013-present	Chief Data Scientist at Reddrumer, director of visual data science laboratory
2012-2014	consultant (clients in Europe and US)
2005-2012	research department director at Bestiario.
2005	co-founder of Bestiario, first european company focused on interactive visualization projects
2002-2005	researcher at Medialab Madrid
1999-2001	project manager at Moebio
1999-2000	taught math courses at Universidad de los Andes
1999	co-founder of Moebio, web design agency

Projects

2014	UN World Food Program, visualization of donations throughout 10 years and across the globe.
2013	New ways to visualize economical data, ongoing research for The Economist (U.K.)
2013	Géoprospective de la France: visualization of forecasted economical, ecological and development data about France regions in 4 different scenarios for the next 20 years. Client: Ministère d'Écologie de France.
2013	analysis and visualization consultancy on project Twitter Radar, client: Vizify (U.S.)
2013	DYN real time visualization, client DYN (U.S.)
2013	Inaugural Speeches Visualization (U.S. presidential speeches, from Kennedy to Obama 2nd term), The Guardian Data Blog (U.K.)
2013	SYM, a systems maps creation tool, an entrepreneurial project in partnership with ShiftN
2013	Megatrends analysis and visualization, client: ShiftN (Belgium)
2012	Culture-Data-Culture, one week workshop at Politecnico de Milano (Italy)
2011	Invented and developed Impure, a visual programming language to analyze and visualize information
2005-2012	creative director of several projects at Bestiario: Mitozoos, TedSphere, Cosmolema, Arbre.Bioexplora, Mapa.Bioexplora, Tessera, ReMap,

Education

2000-2013 Researching on: complexity; chaos theory; relations between language, code and genetics; information theory; networks analysis; digital humanities; creative coding; user interface; systems thinking; education; knowledge visualization; data science; collaboration in organizations; innovation

2000 Mathematics degree at Universidad de los Andes, Bogotá, Colombia, with emphasis in chaos and complexity. His degree thesis was an evolution by selection formal model.

Recent Conferences

2015 keynote speaker at OpenVisConf (Boston U.S.)

2014 Eyeo, (Minneapolis, U.S)

2014 Visualized 2014 (New York, U.S.)

2014 Casa Brazil at SXSW(Austin, U.S.)

2014 Visualized 2014 (New York, U.S.)

2014 StrataConf, (Anapolis, U.S.)

2013 Communicating Complexity (Alghero, Italy)

2013 visualization and creativity, at OpenVisConf (Boston, U.S.)

2013 Arts, Humanities and Complex Networks (Copenhagen, Denmark)

2013 Living Networks, at New York Public Library (New York, U.S.)

2013 Redes Vivas, at Modern Art Museum from Bahia (Bahia, Brazil)

2013 talk at Bay Area Visualization Meetup (San Francisco, U.S.)

2002-2013 talks at OFFF (Barcelona, Spain and Lisbon, Portugal)

2012 Visualization is a Language, at Visualized (New York, U.S.)

2011 Impure, at Visualizing Europe (Brussels, Belgium)

2011 talk at Public 2.0., Westminster University (London, U.K.)

2011 talk at Social Media Week São Paulo (São Paulo, Brazil)

2010 talk at New York Visualization Meetup (New York, U.S.)

Exhibitions

    2010 NetInSpace, at MAXXI (Rome, Italy)

    2009 9th biennale of Video and Media Art (Santiago, Chile)

    2009 Culturas del Cambio, Santa Monica Arts Center (Barcelona, Spain)

    2009 Emergentes, La Laboral Centro de Arte (Gijón, Spain, and several latinamerican cities)

    2008 Emoção Artficial 4.0. (São Paulo, Brazil)

    2008 FILE (São Paulo, Brazil)

    2007 LX2.0. (Lisbon, Portugal)

    2006 personal exhibition at Museo Tamayo (México D.F., México)

    2005 Ars Electronica (Linz, Austria)

    2004 El inventor de historias, personal exhibition at Medialab Madrid (Madrid, Spain)

References and publications

Co-author at *New Challenges for Data Design*, Springer 2014

His work has been featured in books such as *Data Points* (Nathan Yau, 2013), *Visual Complexity* (Manuel Lima, 2011), *Data Flow* (Gestalten ed., 2009), and in some of the most well known design and visualization blogs such as Fast Co.Design, Flowing Data, Infosthetics, Gizmodo, Mashable, Creative Applications, El Pais Digital, and The Atlantic Wired.

He contributed as a technical supervisor in the book *Data Visualization: a successful design process* (Andy Kirk, 2012).

He occasionally contributes as invited writer at Visual.ly blog.

Languages

Spanish: native language

English: professional proficiency

French: professional proficiency

Portuguese: professional proficiency