

Escuela Superior Politécnica del Litoral

RESUME

PERSONAL INFORMATION

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RESUME SUMMARY

Tenure Professor at the Escuela Superior Politécnica del Litoral - ESPOL - since 1988. With extensive academic experience in the School of Design and Audiovisual Communication, Faculty of Art, Design, and Audiovisual Communication, as well as in the Faculty of Natural Sciences and Mathematics.

Acting Sub dean of FADCOM and principal member of the Faculty Council. Associate Editor of the Revista Tecnología ESPOL (RTE). Researcher in the field of university management, video games, and audiovisual production. Former Director of the School of Design and Audiovisual Communication, creator of the FADCOM Audiovisual Production Center, former Quality Coordinator, and ISO Auditor. With over 20 years of experience in the private sector, holding managerial positions.

EDUCATION

DEGREE	LEVEL	INSTITUTION	FIELD OF STUDY	COUNTRY
Bachelor's Degree in Information Systems	Undergraduate Level	ESPOL	Computing	Ecuador
Master's Degree in Business Administration	Graduate Level	ESPOL	Business	ECUADOR

ACADEMIC EXPERIENCE

INSTITUTION	EXPERIENCE	START DATE	END DATE	EMPLOYMENT TYPE
ESPOL	Tenure Professor	2011	Today	Full time
ESPOL	Faculty Council member	2020	Today	Full time
ESPOL	Acting Sub dean	2023	2024	Full time
ESPOL	Former Director of EDCOM	2012	2017	Full time
ESPOL	Associate Professor	1985	1988	Part Time
ESPOL	Tenure Professor ...	1988	2011	Medium Time
UCSG	Associate Professor	1988	1989	Part Time

RELATED PROFESSIONAL EXPERIENCE

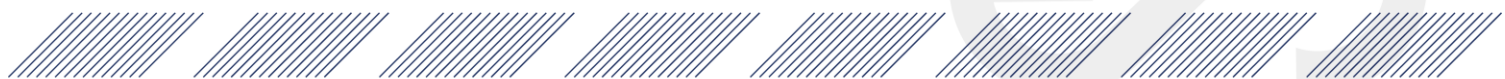
LOCATION	POSITION	AREA	START DATE	END DATE
Technodigital	CEO	Informatics	2011	2013
Corporación Noboa	Process Engineer	Exports	2000	2011
Transmabo	System Manager	Agricultural Production	1994	2000
Transmabo	Supervisor	Purchasing	1991	1994
Consultora Informatica	Consultor	Informatics	1988	1991
Plastigama	Programmer	Informatics	1986	1987
Filanbanco	Programmer	Informatics	1984	1986

ACADEMIC EVENTS / PROFESSIONAL DEVELOPMENT

EVENT	TYPE	INVOLVEMENT	START DATE	END DATE	TIME SPAN	CERTIFIED BY
Career Essentials in Generative AI by Microsoft and LinkedIn	Course	participant	23/8/2023	23/8/2023	3,8	LINKEDin LEARNING
Manejo de referencias bibliográficas en la plataforma ENDNOTE	Course	participant	3/2/2023	3/2/2023	2	FADCOM
Measuring learning effectiveness	Course	participant	6/05/2022	6/05/2022	42´	LINKEDin LEARNING
Instructional design: adult learners	Course	participant	2/06/2022	2/06/2022	45´	LINKEDin LEARNING
INSTRUCTIONAL DESIGN: WORKING WITH smes	Course	participant	26/07/2022	26/07/2022	59´	LINKEDin LEARNING
Instructional design: creating video training	Course	participant	29/07/2022	29/07/2022	1h 11´	LINKEDin LEARNING
Diseña proyectos de marketing con business model canvas	Course	participant	05/09/2022	05/09/2022	1h 30´	LINKEDin LEARNING

PROJECT EXPERIENCE

PROJECT TITLE	INSTITUTION	START DATE	END DATE	COUNTRY
Audiovisual Production Center	ESPOL	2012	2017	Ecuador
Product Design Program	ESPOL	2015	2017	Ecuador
Fruit Traceability	Corporación Noboa	2008	2011	Ecuador-NY-Amberes
GIS for Fumigation	Corporación Noboa	1998	2000	Ecuador



Procurement	Corporación Noboa	1992	2000	Ecuador –NY- Miami
BSC for Fruit Harvest	Corporación Noboa	1991	1993	Ecuador

HONORS AND AWARDS

PROJECT TITLE	INSTITUTION	DATE	COUNTRY
Certificate of Recognition, SICE-ESPOL	Escuela superior politécnica del litoral	2016	ECUADOR
Recognition for 25 Years of Teaching	Escuela superior politécnica del litoral	2013	ECUADOR
Teaching Merit 2011-2012	Escuela superior politécnica del litoral	2012	ECUADOR
Teaching Merit 2008-2009	Escuela superior politécnica del litoral	2009	ECUADOR
Best Graduate of the Class	Escuela superior politécnica del litoral	1984	ECUADOR

PUBLICATIONS / PRESENTATIONS / EXHIBITIONS AND CREATIVE WORKS

TITLE	TYPE	YEAR	TYPE OF INVOLVEMENT
Emerging technologies and universities: The 4IR and the future of higher education	Book Chapter	2020	Autor
Executive Production: Administrative and Financial Approach for Audiovisual Entrepreneurs	Book	2022	Autor
Study of Methodologies and New Technological Tools Applied in the Development of Mobile and PC Video Games.	Case study	2016	Co-autor
Design of a Security Model to Prevent Social Engineering Attacks	Tesis- Postgrade	2015	Director
Dissemination of Genres, Characteristics, Platforms, and Development Tools Used in Video Games	Tesis-Grade	2016	Co-director

