

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
Licenciado en Sistemas de Información	Tercer nivel	ESPOL	Computación	Ecuador
Magister en Administración de empresas	Cuarto nivel	ESPOL	Negocios	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
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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	Curse	participant	23/8/2023	23/8/2023	3,8	LINKEDin LEARNING
Manejo de referencias bibliográficas en la plataforma ENDNOTE	Curse	participant	3/2/2023	3/2/2023	2	FADCOM
Measuring learning effectiveness	Curse	participant	6/05/2022	6/05/2022	42´	LINKEDin LEARNING
Instructional design: adult learners	Curse	participant	2/06/2022	2/06/2022	45´	LINKEDin LEARNING
INSTRUCTIONAL DESIGN: WORKING WITH smes	Curse	participant	26/07/2022	26/07/2022	59´	LINKEDin LEARNING
Instructional design: creating video training	Curse	participant	29/07/2022	29/07/2022	1h 11´	LINKEDin LEARNING
Diseña proyectos de marketing con business model canvas	Curse	participant	05/09/2022	05/09/2022	1h 30´	LINKEDin LEARNING

PROJECT EXPERIENCE

PROJECT TITLE	INSTITUTION	START DATE	END DATE	COUNTRY
Centro de Producción audiovisual	ESPOL	2012	2017	Ecuador
Carrera de Diseño de productos	ESPOL	2015	2017	Ecuador
Trazabilidad de fruta	Corporación Noboa	2008	2011	Ecuador-NY-Amberes
GIS para fumigación	Corporación Noboa	1998	2000	Ecuador

Adquisiciones	Corporación Noboa	1992	2000	Ecuador –NY- Miami
BSC para cosecha de Fruta	Corporación Noboa	1991	1993	Ecuador

HONORS AND AWARDS

PROJECT TITLE	INSTITUTION	DATE	COUNTRY
Diploma de reconocimiento, SICE-ESPOL	Escuela superior politécnica del litoral	2016	ECUADOR
Re reconocimiento 25 años de docencia	Escuela superior politécnica del litoral	2013	ECUADOR
Mérito docente 2011-2012,	Escuela superior politécnica del litoral	2012	ECUADOR
Merito docente 2008-2009,9	Escuela superior politécnica del litoral	2009	ECUADOR
Mejor egresado de promoción.	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
Producción Ejecutiva: Enfoque Administrativo Financiero para Emprendedores Audiovisuales	Book	2022	Autor
Estudio de las metodologías y nuevas herramientas tecnológicas, aplicadas en el desarrollo de videojuegos para móviles y pc.	Case study	2016	Co-autor
Diseño de un modelo de seguridad para prevenir ataques de ingeniería social	Tesis- Postgrade	2015	Director
Difusión de los géneros, características, plataformas, herramientas de desarrollo que se usan en vídeo juegos	Tesis-Grade	2016	Co-director