



DANIEL BECERRA

AV Technology Specialist

AV Technology Specialist and immersive experience developer specializing in large-scale events, museums, and cultural spaces. 10+ years working with real-time AV systems, video mapping, and interactive installations, leading multicultural technical teams. International experience including Expo 2025 Osaka and COP28 Dubai.

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📁 Portfolio

PROFESSIONAL SKILLS

Technical:

Live sound engineering, digital consoles, audio system calibration, lighting systems (Gran MA, Avolites, ChamSys), DMX, stage operations, AV equipment management, video playback (Resolume, Millumin, Pixera), real-time systems (TouchDesigner), LED screens & projection and coding

Management:

Team coordination, technical planning, roster management, cross-department communication.

LANGUAGES

Spanish	Native
English	Fluent
Japanese	Basic (learning)
French	Basic

INTERESTS

Competitive freediver and certified Scuba Divemaster, trained in environments where meticulous preparation is non-negotiable, because lives depend on it. Passionate about the intersection of nature, science, and technology, with deep interests in biology, ecology, and science fiction. Also explores disciplines as cinema, music composition, dance and photography.

PROFESSIONAL EXPERIENCE

INTERACTIVE DEVELOPER - PARQUE EXPLORA

May 2026 - Sep 2026

Technology consulting and leadership for the design of the Museo del Reggaetón. Designed interactive experiences, built prototypes and wrote technical documentation. Defined the technology architecture and AV systems integration for immersive and interactive experiences.

WORLD EXPO 2025 OSAKA

Mar 2025 - Oct 2025

Tech Officer, Australia Pavilion (Trivandi), Apr - Oct 2025. Live show technical operations for 50+ international artists and companies, including Tommy Emmanuel, King Stingray and Circa: live sound, AV systems, cameras and screens, with zero-downtime performance continuity.

AV Tech Specialist (Beyond Limits x Conceptlap), Mar - Apr 2025. Daily AV operations for 6 national pavilions: Slovenia, Montenegro, Peru, Panama, Uruguay and Tunisia during build-out and operation, coordinating with national commissioners and local crews.

PROJECT MANAGER & SHOW DESIGNER - PARQUE EXPLORA

Feb 2023 - Dec 2024

Lead end-to-end production of 5 original laser shows for the dome of the Planetarium of Medellín, one of Latin America's largest science museums. Responsibilities spanned project direction, show design, sound design, programming and training of the operations team. Managed a multidisciplinary production team from concept to live execution.

INTERACTIVE INSTALLATION DEVELOPER - COP28 DUBAI UAE

Nov 2023

Interactive installation for First Abu Dhabi Bank at Expo City Dubai: touch-triggered musical spheres and ceiling lights. Agency: Beyond Limits x Conceptlap.

AV TECHNOLOGY CONSULTANT - PARQUE EXPLORA

Sep 2022 - Jan 2023

Consulted on the technological redesign of the Miraflores Visitors Center, one of the most visited cultural attractions in Central America. Designed complex interactive AV systems integrating multiple installation types across the museum experience.

EDUCATION

Master in Digital Arts - Pompeu Fabra University (Barcelona, Spain) 2016

Bachelor in Music with emphasis in Audio Engineering - El Bosque University (Bogotá, Colombia) 2012

HONOURS & AWARDS

2021 Invited as main Jury of the scholarship "Music Video Clip Scholarship"

2020 Winner of the open call "Esto Se Compone". Selected as sound engineer among more than 50 professionals. District Institute of Arts (IDARTES).

2017 Guest digital artist at Sonar Festival 2017, Arttec Festival 2017 (Bogotá) and Fenomens Festival 2015 (Barcelona). [Link](#).

2013 Winner of the open call BOGOTÁ CREATIVE CITY OF MUSIC as music composer in the electronic music category. Mayor's Office of Bogotá.