

Ciro Mendoza

Media Artist · Creative Developer · Chiptune Performer

Buenos Aires, Argentina

not.android@proton.me

PROFILE

Latin American media artist working at the intersection of obsolete hardware, sound synthesis and interactive systems.

My practice combines live audiovisual performance, experimental instrument design and web-based media development, exploring technological limitation as an aesthetic and expressive language.

I develop generative systems, interactive environments and performative setups using retro devices such as Game Boy, vintage computers and custom electronic tools.

EXPERIENCE

Independent Media Artist & Developer – Buenos Aires

2013 – Present

Development of interactive systems, audiovisual experiences and web-based platforms for both artistic and commercial contexts.

Work includes:

- Live audiovisual performances using Game Boy and custom instruments
 - Development of interactive web projects and experimental media
 - Collaboration with cultural institutions, public sector and private clients
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Frontend Developer – NuTAC, Resistencia

Sep 2020 – Feb 2021

- Frontend development for "Ituzaingó Paraíso Natural" mobile app (tourism platform)
 - iOS adaptation and deployment
 - Development of animated web platform for Festival Móvil Fest 2020 (Misiones)
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Information Technologies Teacher – Instituto J. J. Urquiza, Paraná

2015 – 2017

- Teaching digital media, communication technologies and audiovisual editing
 - Coordination of audio and video production workshops
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Contributor – Los Inrockuptibles Magazine
2014 – 2015

– Writing articles and reviews on videogames and digital culture

ARTISTIC PRACTICE

Cinematronic – Chiptune / 8-bit music project
Fuzzytronic – Live performance (Game Boy + drums)
KRANK – Experimental game development

Co-founder of Blipblop (Buenos Aires, 2008-2019), a pioneering chiptune collective organizing events, workshops and community platforms in Latin America.

EDUCATION

Diploma in Game Development (Audio) – Universidad Nacional de Cuyo (2020)

Elements of AI – University of Helsinki (2022)

Generative AI for Journalists – University of Austin (2023)

Game Design – LAB.IC Buenos Aires (2024)

Multimedia Design Studies (incomplete) – FADYCC Universidad Nacional del Nordeste

SKILLS

Web & Interactive

HTML, CSS, JavaScript, React Native, PHP, MySQL

Creative Technology

Unity, Three.js, MindAR, generative systems

Audio & Media

Sound synthesis, chiptune production, audiovisual editing

Tools

Xcode, Android Studio, Photoshop, SketchUp

LANGUAGES

Spanish (native)

English (working proficiency)