

CREATIVE DOSSIER

Luis Ernesto Toledo Castro

MULTIMEDIA ARTIST
SOFTWARE|GAME + DESIGNER|DEVELOPER

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2026

Luis is a digital artist and PhD researcher

Working on the intersection of user interface, VR and games, from the perspective of HCI, design and art

Graduated from BE in information technology in Mexico (UAO)

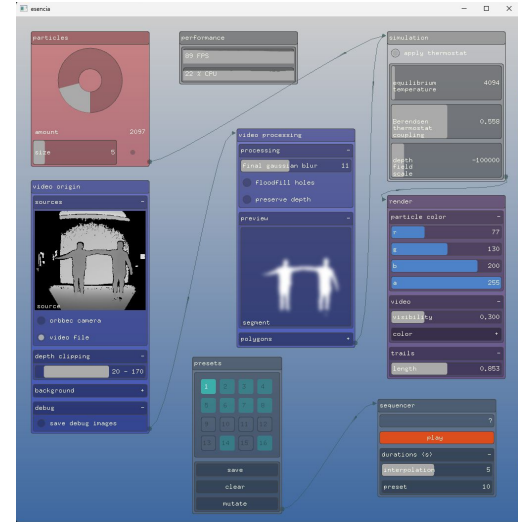
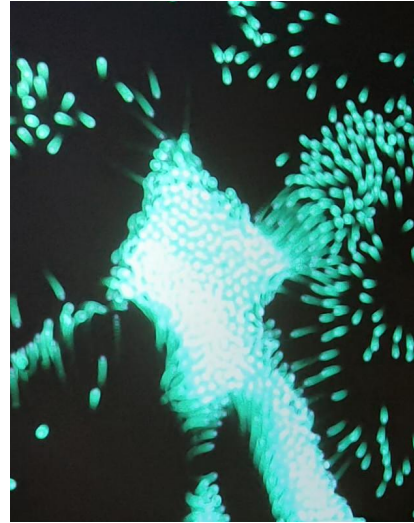
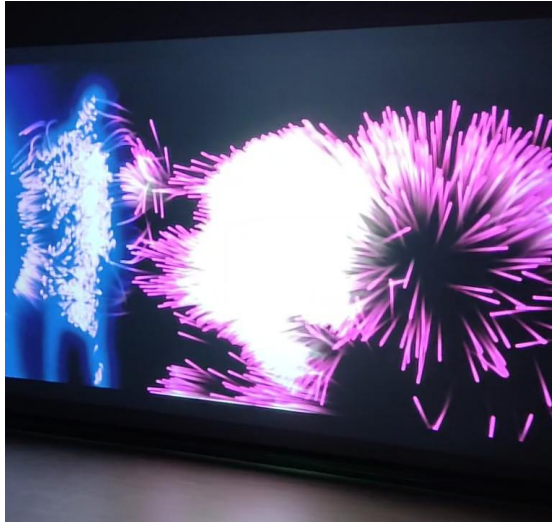
MA in digital arts in Valencia (UPV)

Currently, PhD on HCI

Media Art
exhibited projects

esencia (2025)

Collaboration
Interactive installation

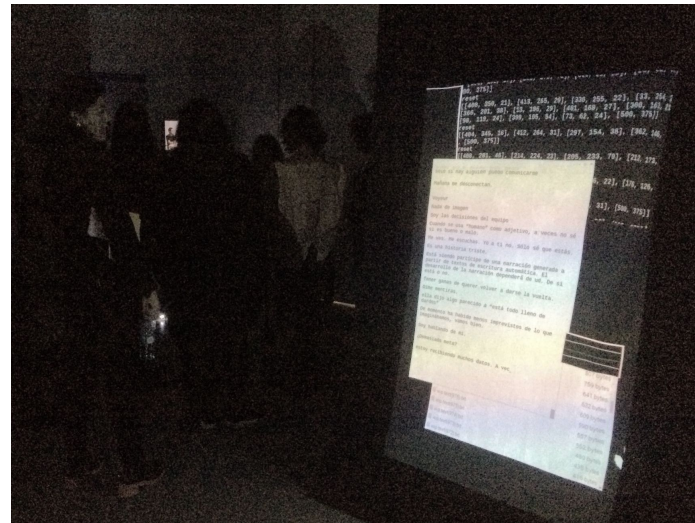
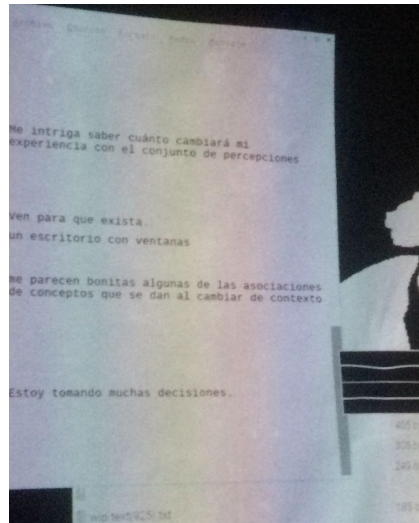


Description	Restoration/Reinterpretation of an interactive art-science installation
Collaboration	with artists Denis Protopopov
Participation	Programming and design
Technology	openFrameworks, depth camera, GPU accelerated particle simulation
Exhibited at	Research paper presented in the Ars Electronica, Expanded Animation Conf 2025

[Conf video](#)

WIP.txt (2019)

Collaboration
Interactive installation

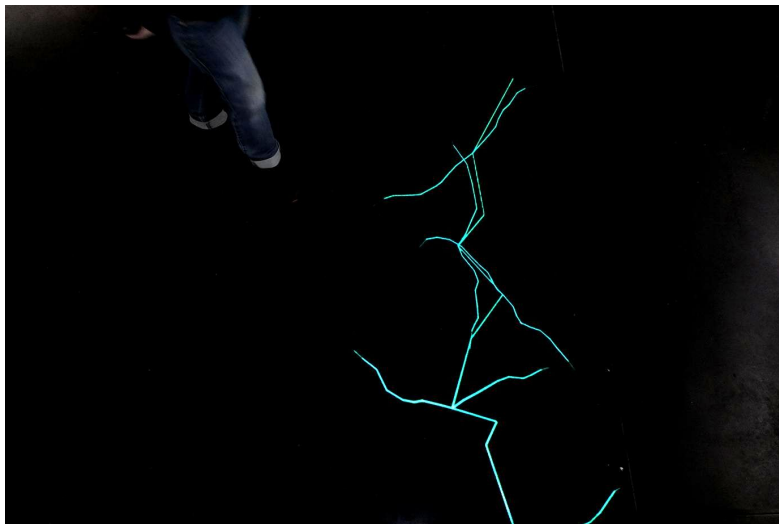


- Description Interactive installation about a sensible automatic writing machine
- Collaboration with artists Susana PG and Diego Navarro
- Participation Concept and programming
- Technology HTML, p5js. Motion detection OpenCV library ([pikama](#)). Running on a Raspberry Pi 3B+
- Exhibited at PAM19! Students hall in the UPV arts department

[Video](#)

Itzalean (2019)

Collaboration
Interactive installation



Description	Interactive installation that builds spatial divisions, arbitrary lines prone to be crossed
Collaboration	with artist Iosune Sarasate during her Digital Arts Residency at Mediastrutch
Participation	Concept and programming
Technology	Processing. Motion detection OpenCV library (pikama). Running on a Raspberry Pi 3B+
Exhibited at	Medistrutch Catalunya

[Video](#) and [Expo](#)

Echo chamber (2017)

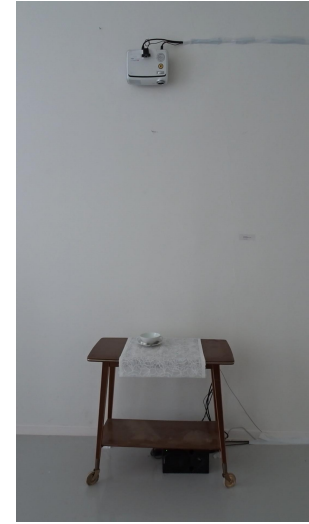


- Description Interactive installation consisting of a twitter bot posting made up opinions (via text generation), based on the exhibition audience voting on diverse news topics
- Technology Front end: HTML, p5js. Leap motion client
Back end: Python, markov chain, twitter and wikipedia API
- Exhibited at Ars Electronica 2017, Campus Exhibition. Linz, Austria

[Exhibition entry](#); [AE Blogpost](#); [analysis](#) & [interview](#)

How are you? (2017)

Collaboration



Description An interactive video installation about coffee and time perception. Consisting of a video projection inside a coffee mug that switches the narrative when people interacts

Collaboration with artists Zeynab Zarringhoba

Technology Processing 3. Piezoelectric sensor, video projection and video movement detection

Exhibited at Rundgang exhibition. Selected from the "Mobile Cinema" seminar by Guest Professor Masaki Fujihata. Kunz Uni, Linz, Austria

Programa La Plaza sketches (2014, 2021)

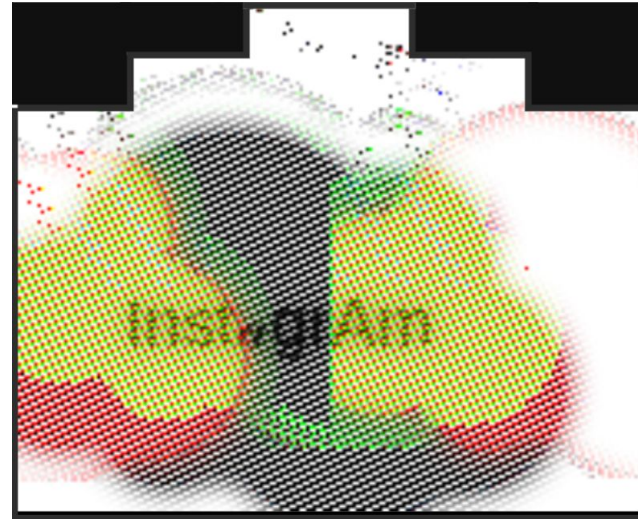


They are here (2014)

Using video tracking, peasants play eye-shaped invaders/observers that destroy a city

Technology Custom “unicode.es” processing.js framework

Exhibition Programa La Plaza, Madrid



Beware the glitchy cloud (2021)

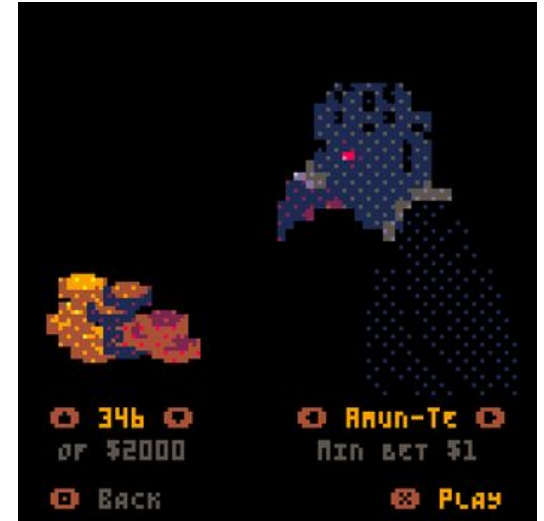
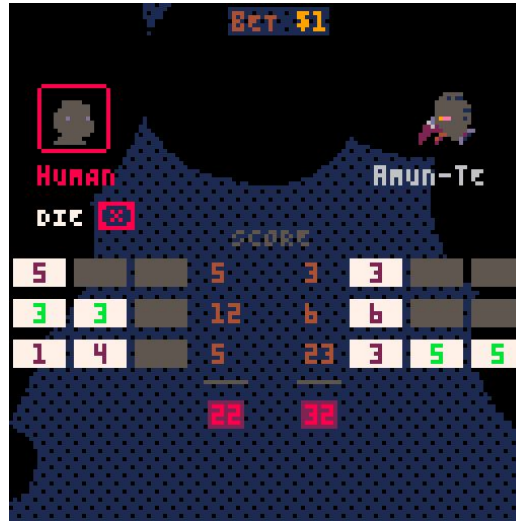
Glitched animation of a cloud representing various FAANG companies

Programa La Plaza is a MediaLab Prado space: a large screen on a public place, with occasional open calls

Video Games

Pikobones (2022)

Collaboration
Interactive installation



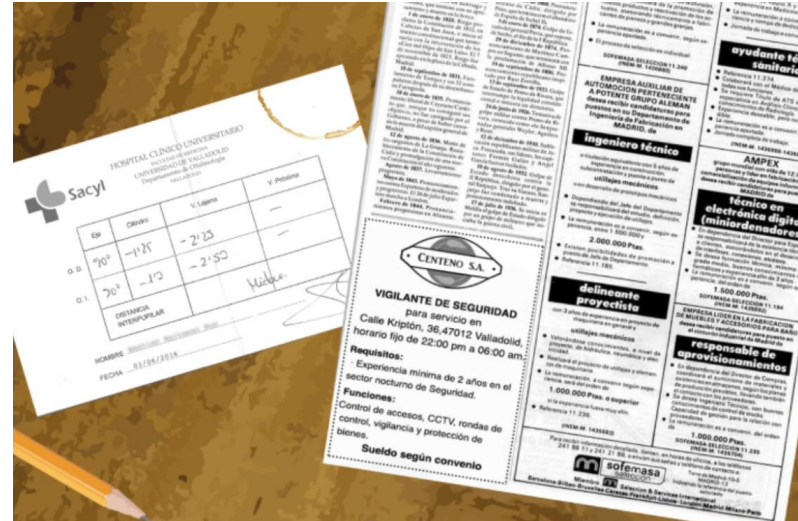
Description Retro de-make of the dice game appeared in the 2022 game *Cult of the lamb*

Technology Pico-8 (a Lua based virtual console with limited resources)

itch.io

Nightwatch (2016)

Collaboration
Videogame



Description	Video game demo of a night guard discovering a conspiracy. Observe through security cameras to find, collect and use key objects to solve narrative puzzles.
Technology	Unity3D and Blender
Involvement	Programming, game integration and project management
Collaboration	Group work within master degree: Julia del Río, Lucas Donderis, Pablo Pérez, Susana PG, Iosune Sarasate and Laura Schmidt

Reinicio/Restart (2015)

Collaboration
Videogame



Description A walking simulator video game. Trapped in a time loop, the player must find specific objects to retrieve old memories to exit the loop

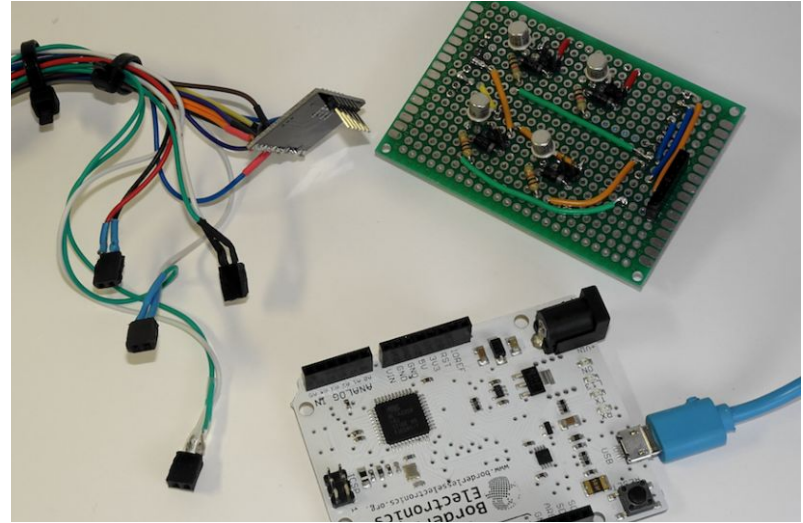
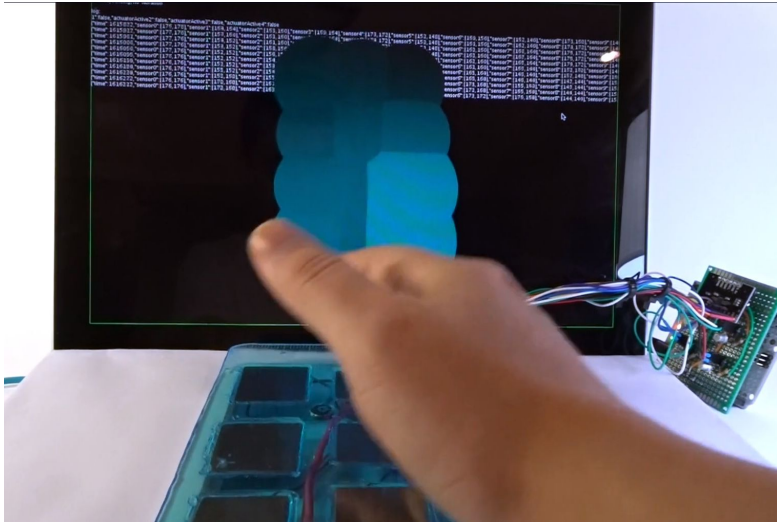
Technology Unity3D and Blender. Targeted to Oculus Rift VR headset

Involvement Programming and game integration

Collaboration Group work within master degree: Lucas Donderis, Melania Glez, Pablo Perez, Laura Schmidt and Racso Zehcnas

Physical Computing

Rough touch (2017)



Description Haptic device to enhance user interaction, sensing proximity and activating an array of motors to induce haptic feedback.

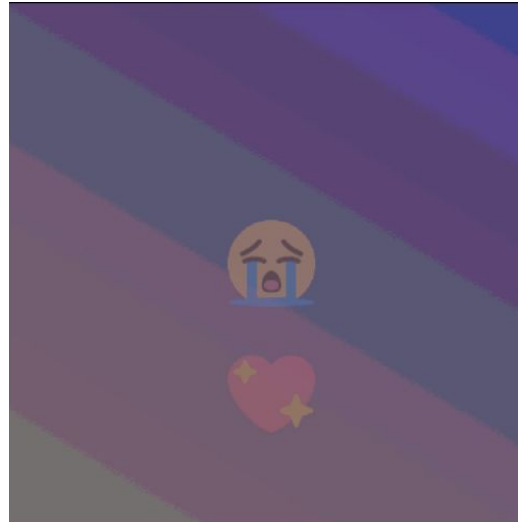
Technology Arduino and Processing

Involvement Prototyping. Design and build the arduino hat. Programming

[Project paper](#)

Totemoji (2017)

University project



Los voltajes son registrados con un Arduino, que es un sketch de processing, que los interpreta para la ubicación del cubo.

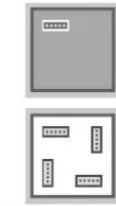


Fig 2. Conector superior y puertos inferiores

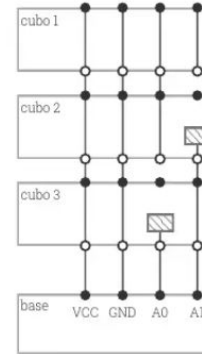


Fig 3. Diagrama de interconexión

Description Physical playful interface. Build an emoji totem to send a message

Technology Arduino and Processing

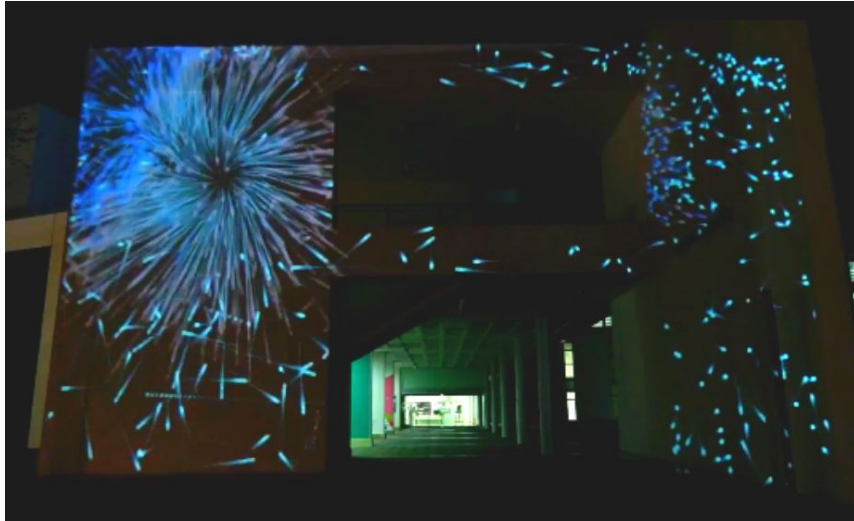
Involvement Prototyping. 3D printing & building. Programming

[Project paper](#)

Creative Coding

Identity and Singularity Video mapping (2015)

Collaboration



Description Video mapping projection. Short story of creation-war-breakup-destruction through a particle system that swims around the mapped building facade.

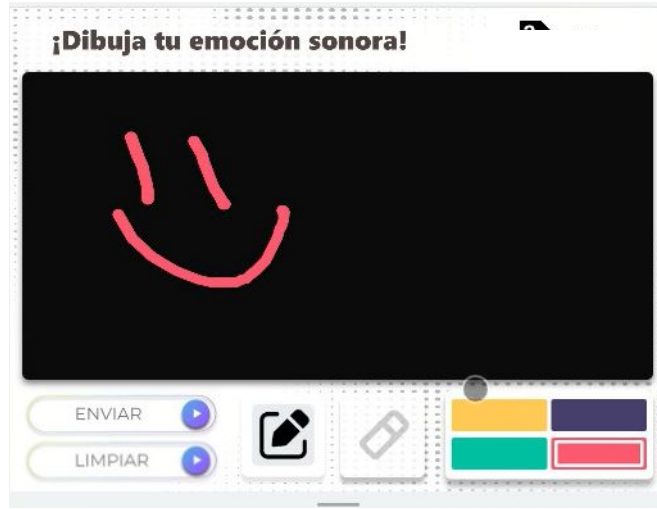
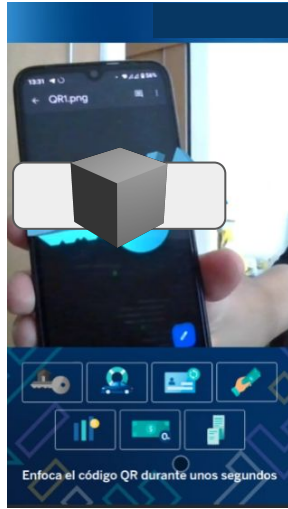
Technology Processing

Involvement Concept and programming

Collaboration Iosune Sarasate and Racso Zehcnas

[Documentation](#)

Interactive experiences for marketing

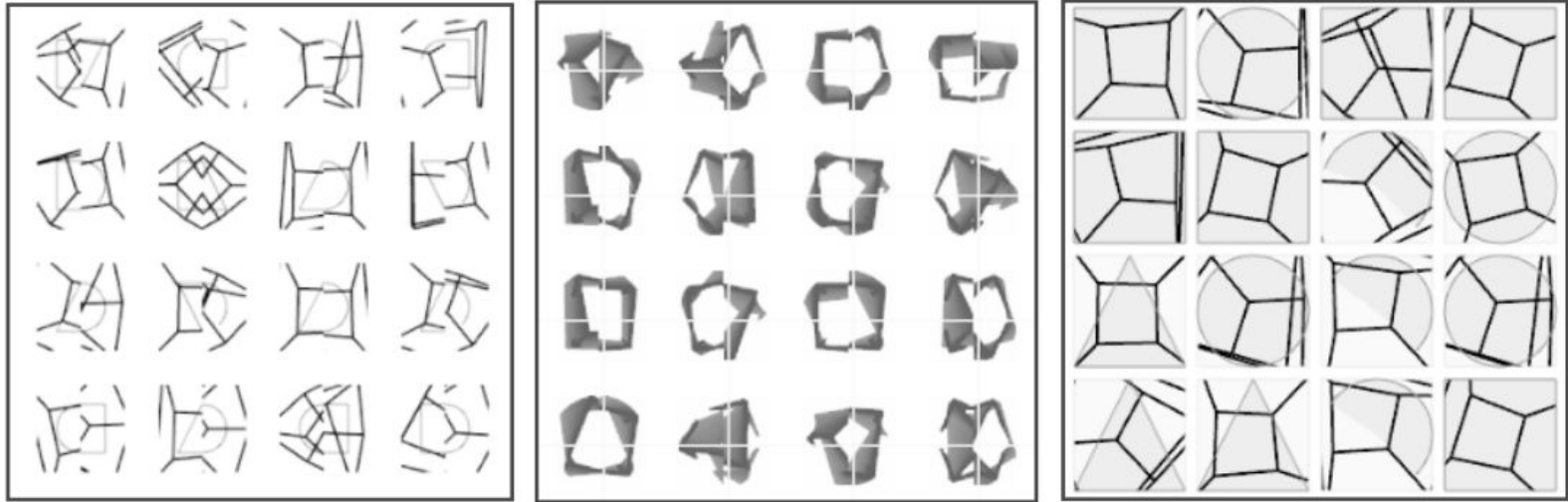


Relevant AR activity for mobile web. Unity video games using wiimotes. iPad drawing toy

Technology Web technologies and Unity

Involvement Programming and co-design

Manfred Mohr tribute (2014)

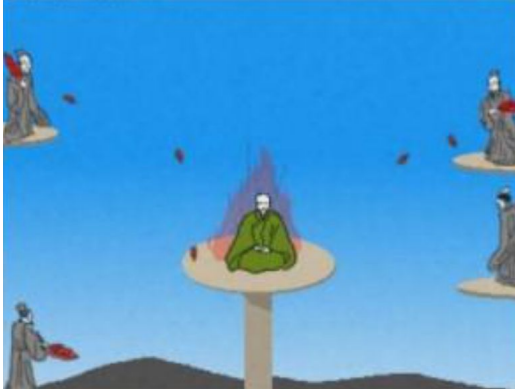


Description Free exploration of Manfred Mohr cube's works.
Tribute to the algorithmic-computer art pioneer

Technology Processing

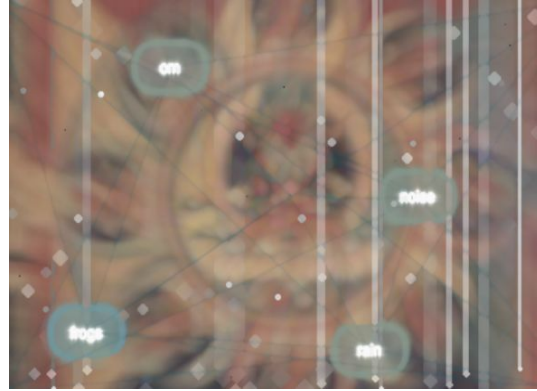
Involvement Programming

Experiments on vigil and meditation (2010, 2013, 2022)



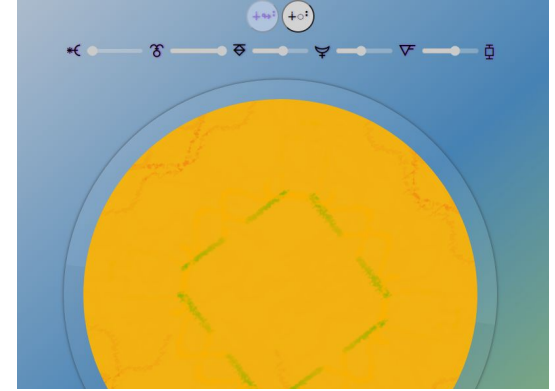
Awareness (2010)

One button flash game for a game jam.
Keep concentration by deflecting
monk distractions



Ambient_to (2013)
[video](#)

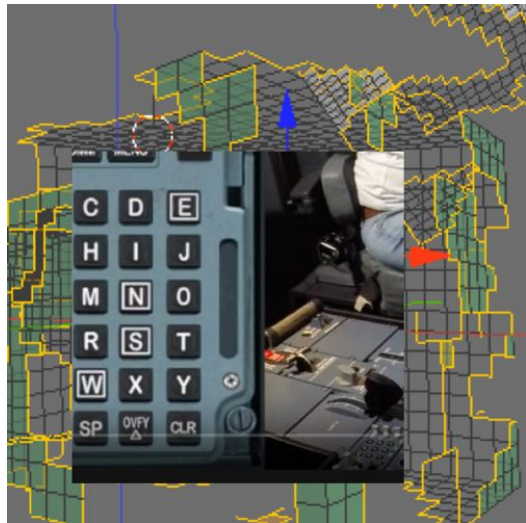
A processing.js toy to explore audio
visual landscapes



Alien machine for broken meditations
(2022)
[visit here](#)

An audiovisual web toy experimenting
with control illusion

Sound experimentation [🔗](#)



I like to use physical electronic instruments for sound experimentation, exploring the boundaries between noise and ambient