WHOAMI

DISPOSITIVOS E INFRAESTRUCTURAS PARA SISTEMAS MULTIMEDIA

GRADO EN INGENIERÍA MULTIMEDIA 2018-2019

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(https://scholar.google.com/citations?user=SQ2viFYAAAAJ)

POLITÉCNICA III

I+D 3 (¿o era 4?)

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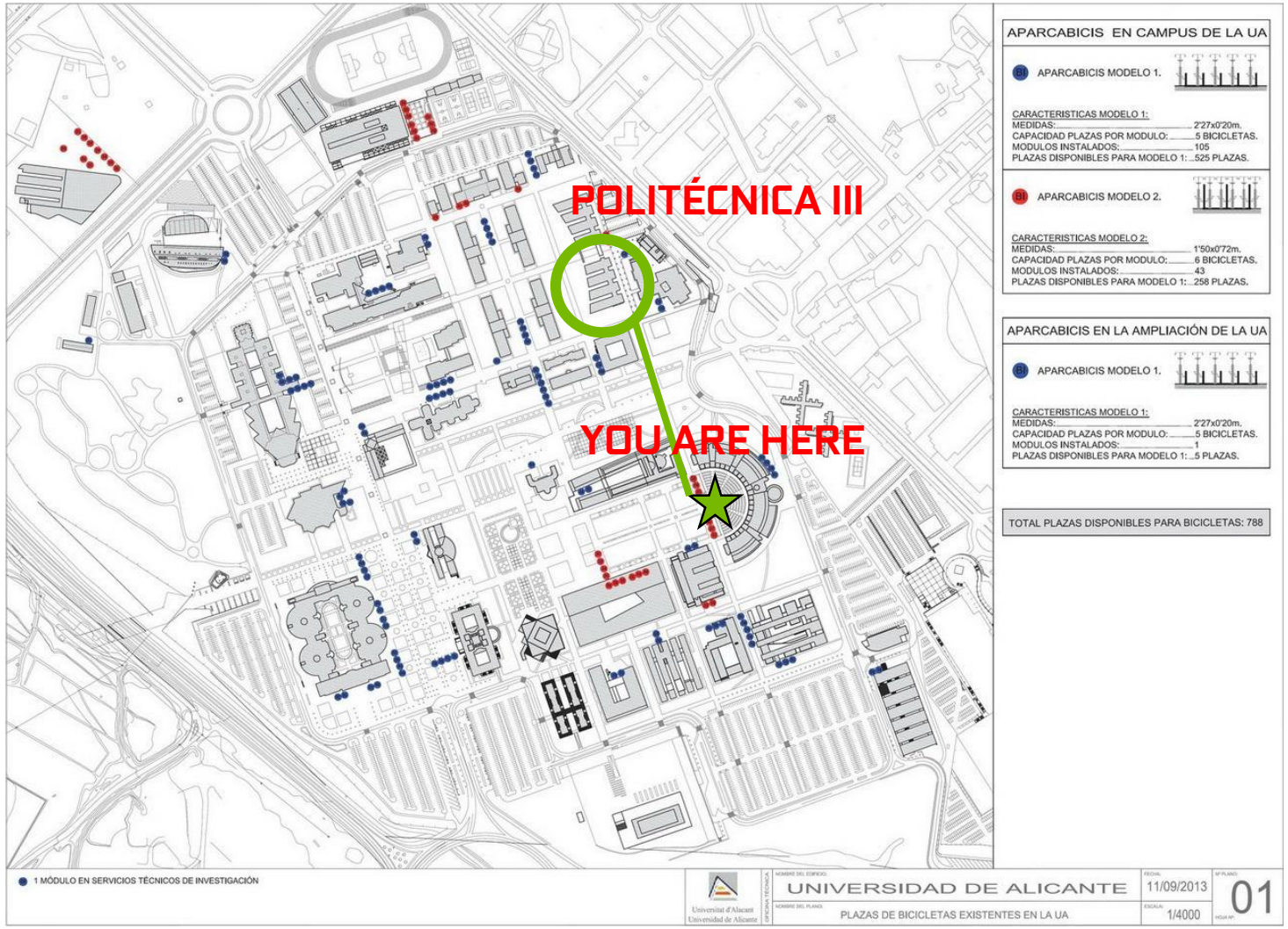
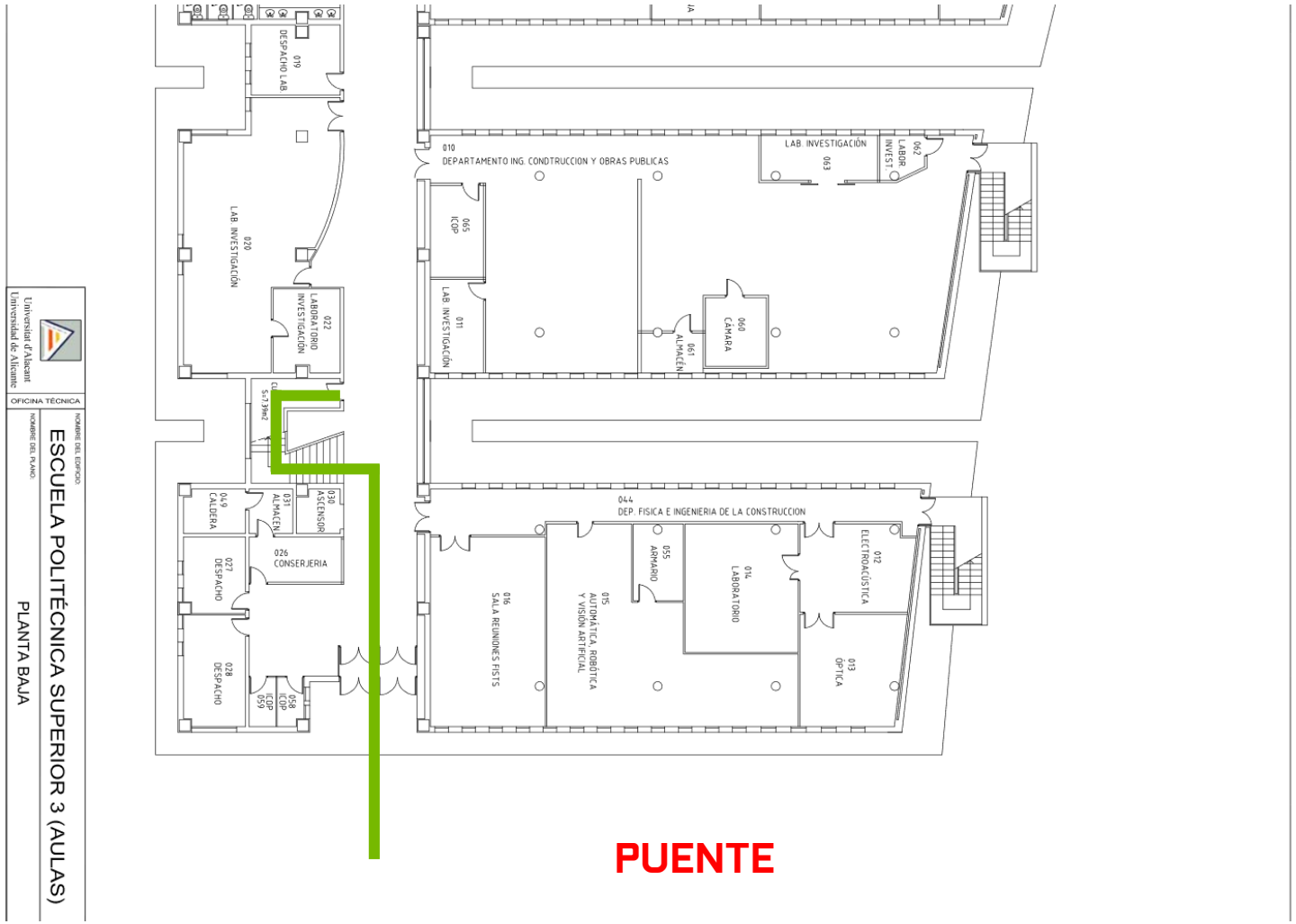
I+D 3 (¿o era 4?)



POLITÉCNICA III

I+D 3 (¿o era 4?)



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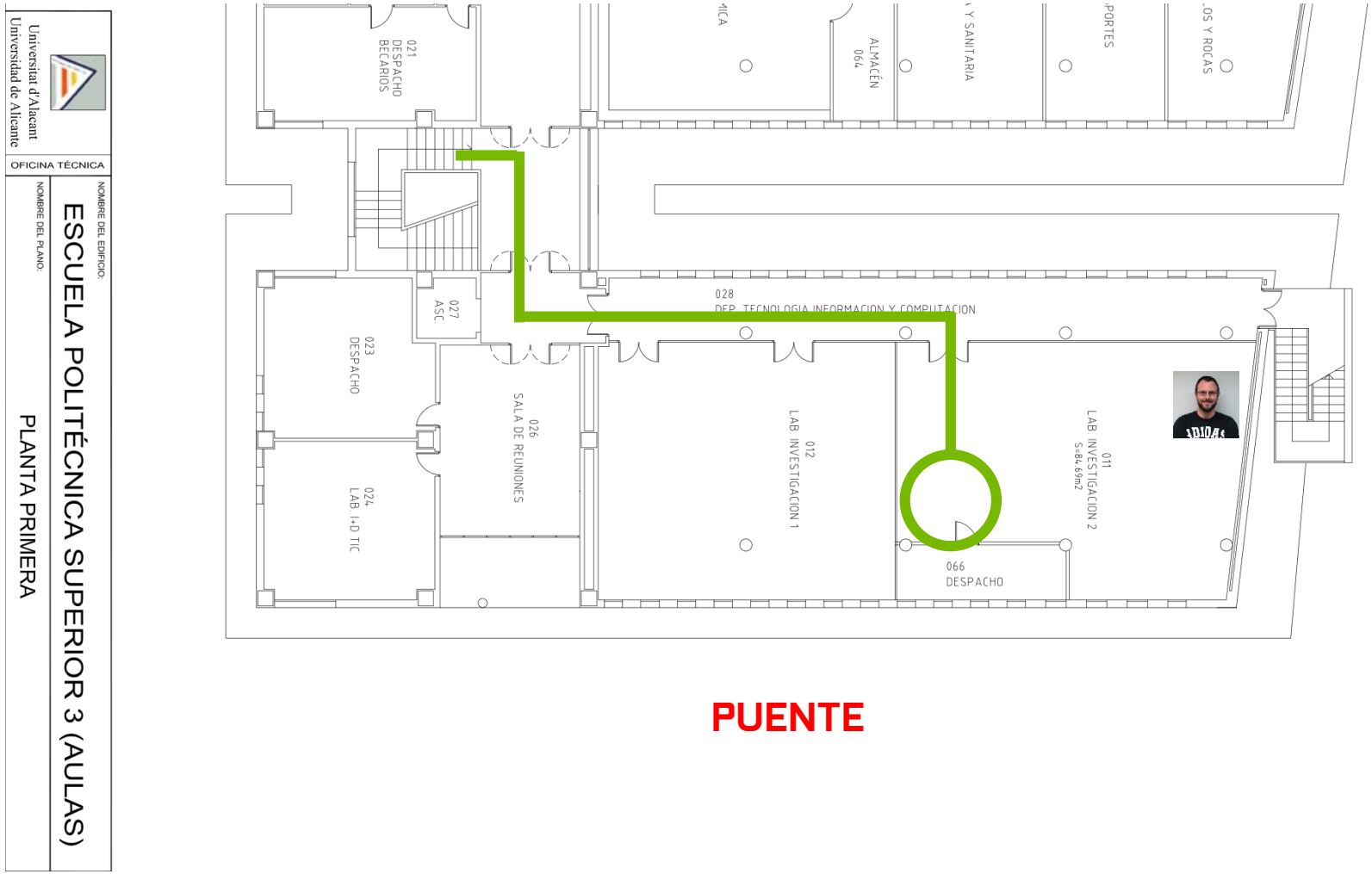
I+D 3 (¿o era 4?)



PUENTE

TRAYECTORIA

ESTUDIANTE DE DOCTORADO

GRADO EN INGENIERÍA INFORMÁTICA (2011-2015)
UNIVERSIDAD DE ALICANTE

SUMMER OF HPC STUDENT (2015)
JÜLICH SUPERCOMPUTING CENTER, ALEMANIA

MÁSTER EN AUTOMÁTICA Y ROBÓTICA (2015-2016)
UNIVERSIDAD DE ALICANTE

MACHINE LEARNING SOFTWARE INTERN (2016)
NVIDIA CORPORATION, CALIFORNIA, EEUU

DOCTORADO EN MACHINE LEARNING Y COMPUTER VISION (2016-2017)
UNIVERSIDAD DE ALICANTE

RESEARCH INTERN (2017)
OCULUS RESEARCH (FACEBOOK REALITY LABS), REDMOND, EEUU

DOCTORADO EN MACHINE LEARNING Y COMPUTER VISION (2017-2019)
UNIVERSIDAD DE ALICANTE

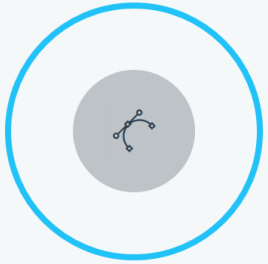
INTERN (2019)
OCULUS CORE TECH, ZURICH, SUIZA

DEDICACIÓN

INVESTIGACIÓN

3DPLAB

The 3D Perception Lab at the University of Alicante is a group of researchers interested in the intersection of machine learning and computer vision. Our research mission focuses on various aspects of perception often related with mobile robotics in which we exploit 3D data as the main source of information. Some of our research lines include object recognition, semantic segmentation, rigid and non-ridig registration, visual localization and mapping, behavior analysis, and depth estimation. Apart from those general lines we are also highly interested in making those solutions run efficiently by leveraging GPU acceleration using CUDA. Aside from 3D data as our backbone, we are also tied together by our shared vision in the great potential of artificial intelligence, mainly deep learning, which we try to apply and push its limits in every project we work on.



DEEP LEARNING

Artificial intelligence applied to computer vision and robotics (semantic segmentation, depth estimation, scene understanding, object recognition, localization and maping).

3D COMPUTER VISION

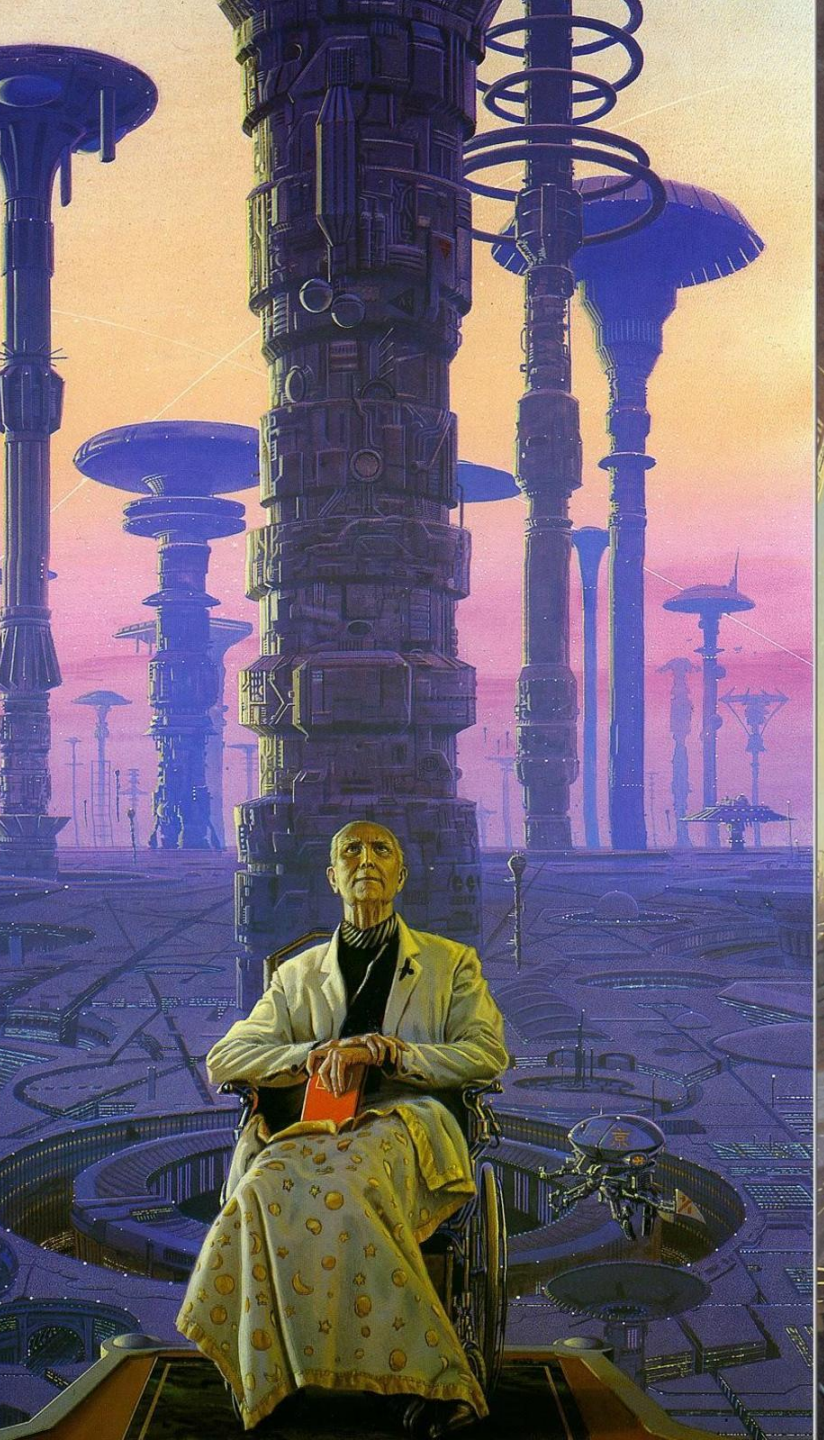
Traditional computer vision methods and new challenges for 3D data (rigid registration, non-rigid registration, reconstruction).

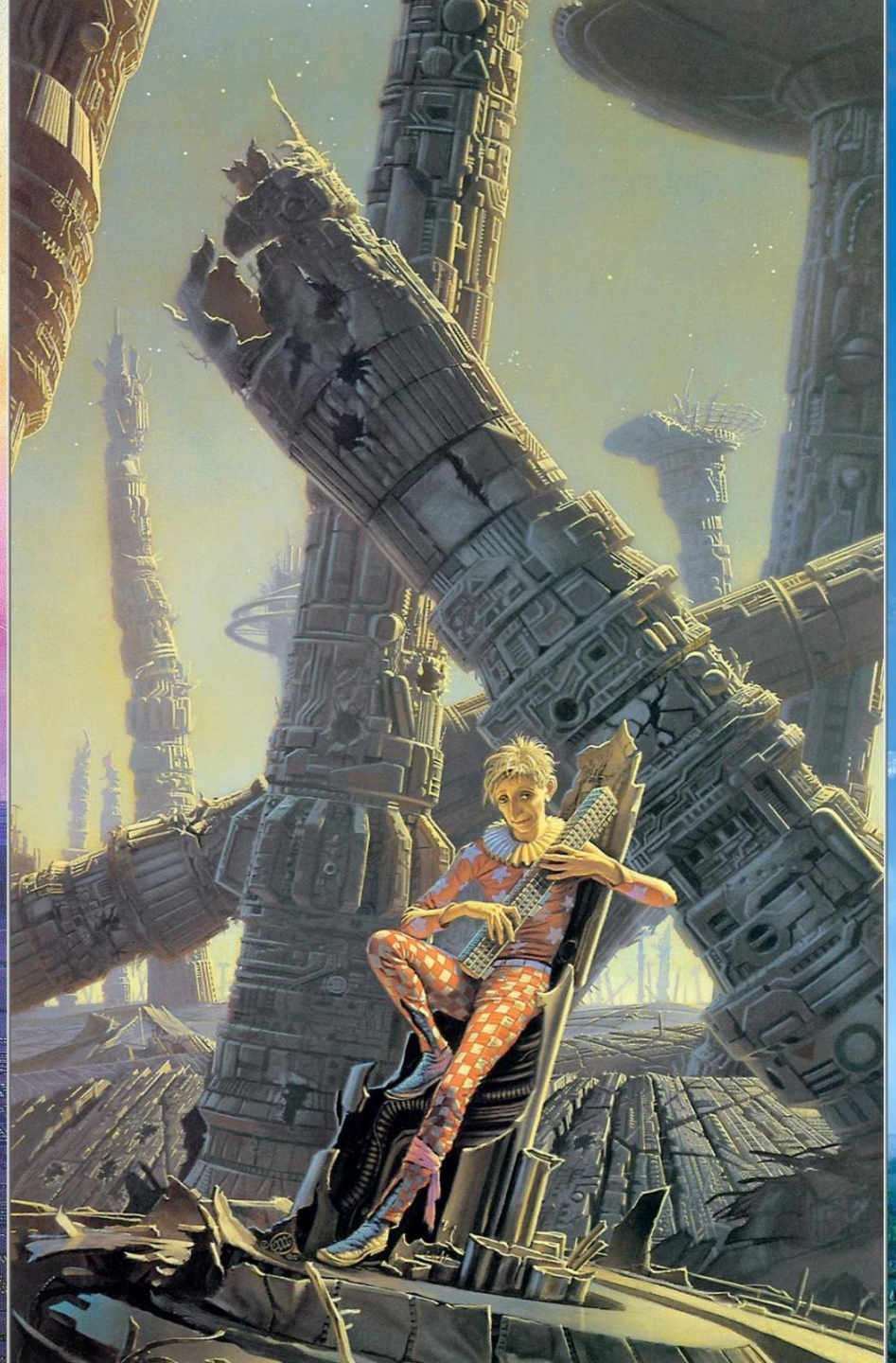
GPU COMPUTING

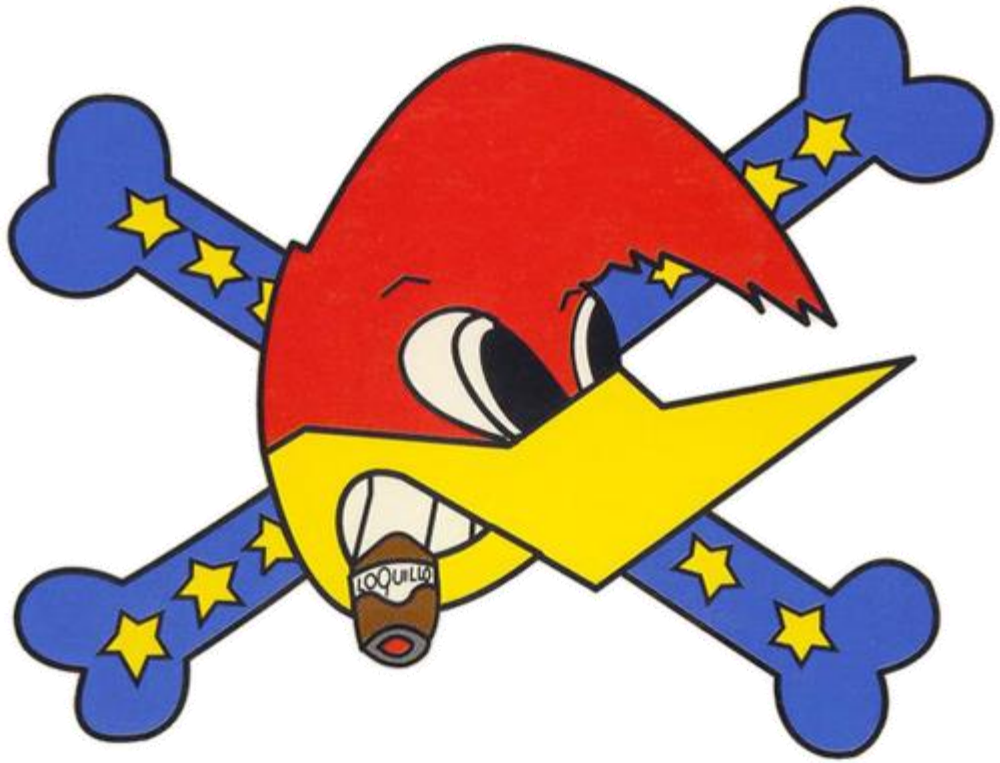
Acceleration of computer vision methods and artificial intelligence pipelines for real-time execution and maximum efficiency.

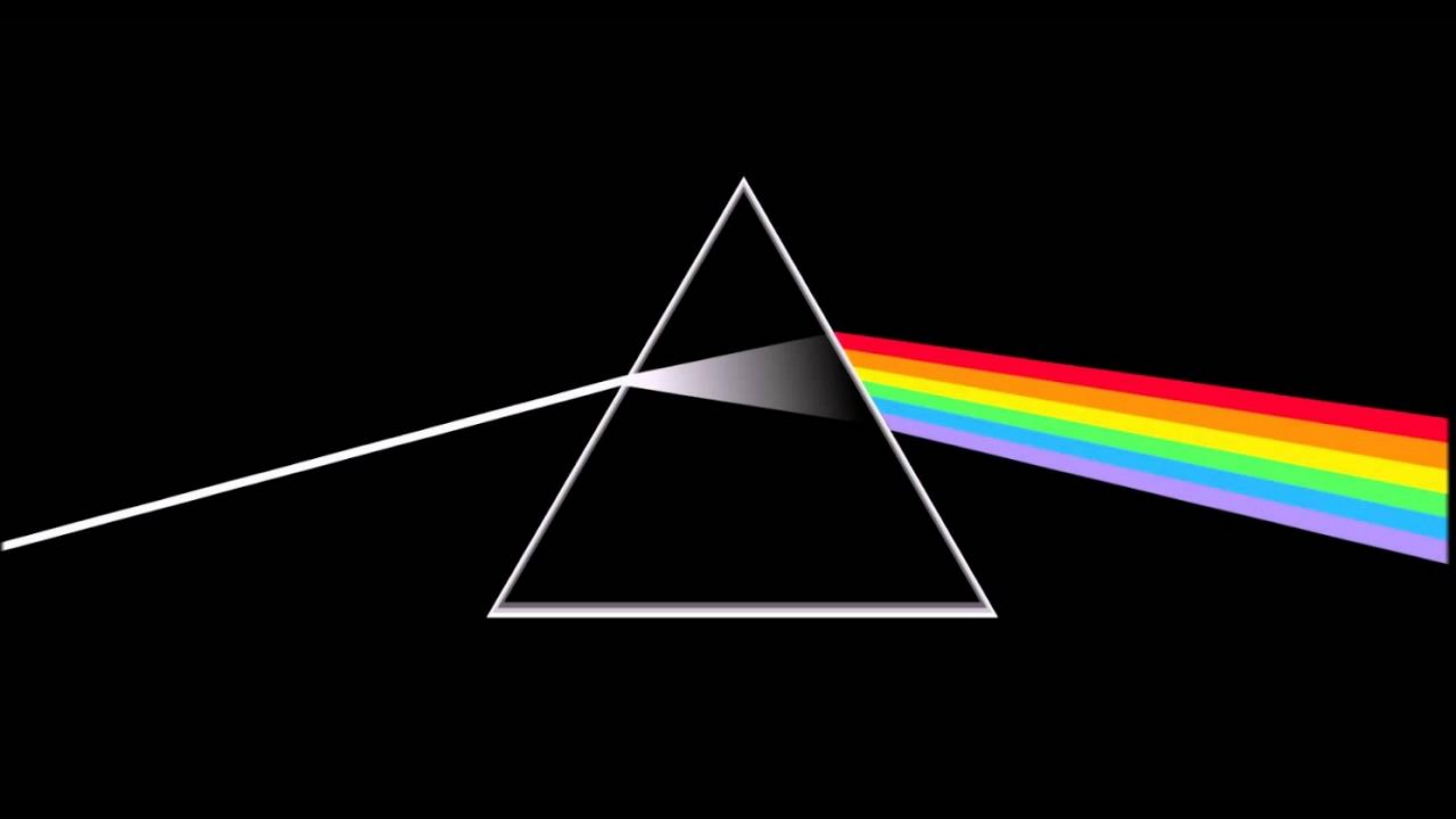

50
AMMO
100%
HEALTH
2 3 4
5 6 7
ARMS
0%
ARMOR
BULL 50 / 200
SHEL 0 / 50
RCKT 0 / 50
CELL 0 / 300


TACTICAL ESPIONAGE ACTION
METAL GEAR®
SOLID






LOQUILLO




the KILLERS


LOVE of LESBIAN


SONY
E 3.5-5.6/PZ 16-50 OSS
APS-C
135
100
70
55
4.5-6.3/55-210
Optical SteadyShot


Mash
Black Seven

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