



F. Javier Fabre

COMPUTER SCIENCE ENGINEER · COMPUTATION EXPERT

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Education

Universidad Rey Juan Carlos

MASTER'S DEGREE IN COMPUTER GRAPHICS, VIDEOGAMES AND VIRTUAL REALITY

- Master thesis dedicated to GPU based rendering of volumetric Cloth using offline techniques.

Móstoles, Spain

Sep. 2016 - Jul. 2018

EINA(Universidad de Zaragoza)

DEGREE IN COMPUTER ENGINEERING

- Final degree project oriented to offline render research.

Zaragoza, Spain

Sep. 2011 - Exp. Jul. 2016

Experience

Universidad Rey Juan Carlos

ASSISTANT INVESTIGATOR

- GPU offline rendering research.

Móstoles, Spain

Jul. 2017 - Sept. 2017

Desilico S.L.

RESEARCH ENGINEER

Madrid, Spain

Sept. 2017 - PRESENT

Skills

Programming

- Advanced knowledge of C++, C#, C, OpenGL, GLSL and Java.
- Knowledge of Matlab and CUDA.
- Basic knowledge of Haskell SQL, MySQL and Python.

Web

- HTML5, JavaScript, Jekyll.

Languages

- Spanish(native).
- English(B2).

Other

- Knowledge in real-time and offline rendering algorithms and techniques.

Additional information

- Driving license category B and own car.