



# F. Javier Fabre

COMPUTER SCIENCE ENGINEER · COMPUTATION EXPERT

C/Alonso Cano 1ºD Izq, Móstoles, SPAIN

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## Education

### Universidad Rey Juan Carlos

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

Móstoles, Spain

Sep. 2016 - Present

### 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.