



ANTONIO JAVIER ESPINOSA GARCÍA

COMPUTER GRAPHICS STUDENT

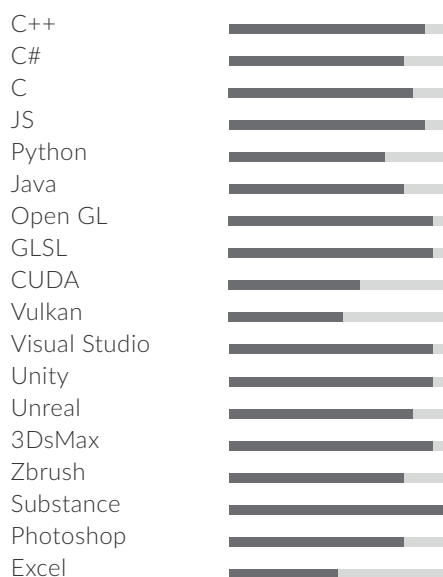


I am a hardworking master student looking for work in order to further my knowledge and acquire more professional experience. My interests and skills revolve around the fields of computer graphics, videogames and other interactive applications. Throughout my career, I have gained experience in videogame development and design, research and development of real-time computer graphics and 3D digital design. For that matter, I am interested in job positions related to computer graphics, specially in the field of R&D. I believe that my versatile profile, specialized in technical fields but sensitive to the artistic ones, makes me a well-suited applicant for positions focused on developing visual solutions for users.

CONTACT

Gender Male
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Marital status Single

SKILLS



LANGUAGES

Spanish MOTHER TONGUE
English CAMBRIDGE C1
Japanese 2 YEARS OF STUDY

REFERENCES

Available on request.

EDUCATION

23 - MASTER DEGREE IN COMPUTER GRAPHICS
REY JUAN CARLOS UNIVERSITY, MADRID

19 - 23 DEGREE IN VIDEOGAME DEVELOPMENT
REY JUAN CARLOS UNIVERSITY, MADRID

- Honours in Computer Graphics, Advanced Geometry, Advanced C++, 3D Animation, 3D Digital Design, Graphical Architectures, Character and Level Design, Data Management in Digital Environments and Character Behaviour (IA).
- Average mark of 8.7 out of 10.

WORK EXPERIENCE

23 - 24 RESEARCH PROJECTS PERSONNEL
REY JUAN CARLOS UNIVERSITY, MADRID

- Real-time rendering algorithms research and implementation in web environments enhanced by neural networks.
- Part of the R&D European project "Virtualization and visualization of custom avatars relying on machine learning".

23 RESEARCH ENGINEER INTERNSHIP
SEDDI/DESILICO, MADRID (HYBRID)

- Real-time fur rendering algorithms research and implementation in ThreeJS, relying on GLSL shaders.
- Implementation of different real-time fur rendering and edition web applications.
- Commercial and private graphic engines modification (ThreeJS and in-house engine).

ABILITIES

- Computer graphics related applications such as renderers and raytracers using OpenGL/WebGL/Vulkan APIs and GLSL.
- Videogame and interactive applications development using IDEs or game engines (Desktop and web).
- Physical simulation and procedural animation tool development.
- Graphic engines implementation and modification.
- 3D digital design using 3DsMax, Zbrush y Substance painter.