



15/08/2001

ABOUT ME

Passionate about programming and computer vision, with experience in broadcast, virtual production, and Unreal Engine; developing tools, automating processes, and applying deep learning in real-world projects.

EXTRA INFORMATION

- Driver's license
- Own vehicle
- Available to work onsite, hybrid, or remotely
- Sports enthusiast

CONTACT



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Alejandro Fontes

Software Engineer - Broadcast & Virtual Production | Applied Computer Vision & Deep Learning

WORK EXPERIENCE

Software Developer – Broadcast & Producción Virtual | DL

Brainstorm Multimedia | september 2023 - Present

- Development and maintenance of real-time broadcast and virtual production systems, including internal and UE engines with applied computer vision, deep learning and workflows automation.

Video Editor (Internship)

Fermax | september 2022 - june 2023

- Editing and post-production of corporate and promotional audiovisual content, using professional editing tools and audiovisual workflows.

Lifeguard

LUIS FRANCO GRAU SL | june 2021 - september 2022

- Lifeguard at swimming pools, ensuring user safety, risk prevention, and emergency response.

EDUCATION

Universitat Politècnica de València (UPV)

Degree in Digital Technology and Multimedia (2019–2023)

El Armelar School

Secondary Education and Baccalaureate

Mas Camarena School

Early Childhood and Primary Education

SKILLS

- Development of computer vision and deep learning solutions.
- Training and implementing models with PyTorch.
- Integration of computer vision models into real applications.
- Development of tools and solutions for 3D engines.
- Research and prototyping of technical solutions.

LANGUAGES

Spanish & Valencian:

Native

English:

Advanced