



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