Jorge Condor

Master's Student at University of Zaragoza

October 10, 1998

Spanish

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Languages

- Spanish ●●●●●
- English ●●●●●
- French ●●○○○
- Japanese ●○○○○

Hard Skills

- C++, Python ●●●●●
- TensorFlow, Pytorch ●●●●○
- MATLAB,OpenCV ●●●●○
- LaTeX ●●●○○
- C, Java, OpenCL ●●○○○

Soft Skills

- Great team working skills
- Great communication skills
- Hard worker and a team leader

Education

Master

2020 – now

Master Program in Robotics, Graphics and Computer Vision (English) — Universidad de Zaragoza

Highly competitive Master with a strong research focus. Took courses on Deep Learning, Computer Graphics, VR, Computer Vision, SLAM and Robotics. Obtained Honors in Modelling and Simulation of Appearance (Computer Graphics course), where I developed a path tracer based on Nori and implemented several features such as a volumetric path tracer for both homogeneous and heterogeneous media and fur rendering. Got Honorable Mention (second prize) in the Rendering Contest judged by Marcos Fajardo, Matt Chiang and Wojciech Jarosz.

Master Thesis

I will be working from September 2021 under the supervision of Prof. Adrián Jarabo on the topic of Product Importance Sampling of Area Lights using Deep Learning.

Bachelor

2016 – 2020

Bachelor in Electronics and Automatic Control Engineering (Spanish) — Universidad de Zaragoza

Special interest in digital and analog electronics, robotics and machine learning. Class delegate for several years. Obtained Honors in Digital Electronics, Thermodynamics, Chemistry and Fundamentals of Electronics

Bachelor Thesis

A Deep Learning approach for Simultaneous Localization and Classification of Microparticles from Digital Holograms. This technology can be used towards the development of new treatments for blood and respiratory diseases as well as cancer. It was successful and an article is currently under review in collaboration with the Optical Laser Technology Group, I3A (Universidad de Zaragoza)

2019 – 2020

Erasmus Programme in Aalto University, Finland

Took Master-level courses in the fields of AI, electronics design and robotics, working in a highly cooperative and diverse environment

Working Experience

February – June 2021

Research Intern at the Graphics and Imaging Lab — Universidad de Zaragoza

Developed a normal estimation module using single RGB images in the context of an image-based perceptual material appearance editing project, collaborating with Manuel Lagunas, Johanna Delanoy, Belén Masiá and Diego Gutiérrez. We submitted our work to Pacific Graphics, to favorable reviews, currently under rebuttal.

July 2017 – September 2019

Mathematics, Physics and Chemistry Tutor — Zaragoza, Spain

Mathematics, Physics and Chemistry tutor for baccalaureate (university entry exams preparation) students

Language Certificates

2015

Cambridge English Level 2 Certificate in ESOL International (Advanced C1)

Overall score 199 (highest grading 202 in Speaking)

Other

2017

Driving Licence — Zaragoza, Spain

B Licence

2014

Aragonese Government Scholarship for a Linguistic Immersion in the English Language — Ontario, Canada

1-month stay in Ontario, Canada, studying in the F.E. Madill School. Granted for excellent results in high school studies

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Personal Interests

Nature & Photography	I love trekking and Nature in general. I frequently go to the Pyrenees and love taking my NikonD5600 with me, attempting to take interesting pictures of little known places, natural wonders and the elusive fauna
Electronics	I've done many projects throughout the years, including a 3D-printed, Raspberry-Pi based astrophotography camera, an Ambilight system for my monitor using arduino and building my own 3D-printer. Currently working on an auto-watering and plant health monitoring system
Computer Hardware & Gaming	I've always been interested in computer hardware and PC building. My games of choice are beautifully scored indies with a strong artistic direction, such as Gris, Transistor, Ori and the Blind Forest, Limbo, Pyre, Hades...