Jorge Condor

PhD Candidate at USI, Switzerland

October 10, 1998

Spanish

jorge.condor@usi.ch

+41 078 224 70 97

https://arcanous98.github.io/

Languages

- Spanish
- English
- Italian
- French
- Japanese

Hard Skills

- Programming Languages (C++, Python, MATLAB)
- Machine learning frameworks (TF, Pytorch, JAX)
- Physically based rendering, differentiable rendering (Mitsuba 3, Optix)
- Computer Vision (OpenCV)

Soft Skills

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

Education

PhD

March 2022 – Present

PhD Student, IDSIA-USI The Swiss AI Lab IDSIA-USI Lugano, Switzerland

PhD Student at USI Lugano, Switzerland under the supervision of Prof. Piotr Didyk. My research focuses on leveraging inverse graphics to improve applications in vision, real-time rendering and fabrication

Master

September 2020 – February 2022

Master of Engineering in Robotics, Graphics and Computer Vision (English) Universidad de Zaragoza

Took courses on Deep Learning, Computer Graphics, VR, Computer Vision, SLAM and Robotics. Obtained Honors in Modelling and Simulation of Appearance (PBR Computer Graphics course), where I developed a path tracer based on Nori and implemented features such as volumetric path tracing 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 Graphics & Imaging Lab

Obtained Honors in my Master Thesis, working under the supervision of Prof. Adrián Jarabo on the topic of Neural Rendering of Complex Luminaires, successfully leveraging neural networks to significantly accelerate traditional rendering pipelines. Our results were published and presented at EGSR 2022.

Bachelor

September 2016 – July 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 Optical Laser Technology Group, I3A

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.

2019 – 2020

Erasmus Programme in Aalto University, Finland

Took Master-level courses in the fields of AI, electronics design and robotics.

Working Experience

May 2024 – August 2024

External Research Collaborator @ Meta Nonstop Consulting (Remote)

Part-time role to continue my work alongside the Monaco rendering team at Meta, working on real-time physically based rendering.

September 2023 – January 2024

Research Scientist Intern Meta Reality Labs, Zurich, Switzerland

Worked with the Monaco rendering team on real-time solutions for Physically-based rendering of humans involving hardware-accelerated analytic ray tracing, Gaussian splatting and differentiable rendering, under the supervision of Christophe Hery and Adrián Jarabo

September 2022 – Present

Teaching Assistant, Computer Graphics and Image and Video Processing Courses USI, Switzerland

Teaching assistant for the bachelor-level Computer Graphics course and the master-level Image and Video Processing course in USI. My duties include design of practical assignments, preparation of practical exercise lessons, grading of assignments and exams and attending students questions over theory or coding.

September 2021 – February 2022
Research Intern, Graphics and Imaging Lab Universidad de Zaragoza, Spain
Developed my Master Thesis within the group funded by a competitive scholarship, the results of which we published and presented in EGSR 2022.

February – June 2021
Research Intern, Graphics and Imaging Lab Universidad de Zaragoza, Spain
Developed a volume 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. Our work was published at Computer Graphics Forum (Q1).

July 2017 – September 2019
Mathematics, Physics and Chemistry Tutor Zaragoza, Spain
Mathematics, Physics and Chemistry tutor for baccalaureate (university entry exams preparation) students

Publications

July 2023
Gloss-aware Color Correction for 3D Printing
Proceedings of SIGGRAPH (SIGGRAPH'23). Jorge Condor, Michal Piovarci, Bernd Bickel, Piotr Didyk

July 2022
A Learned Radiance-Field Representation for Complex Luminaires
Eurographics Symposium of Rendering (EGSR'22). Jorge Condor, Adrián Jarabo

January 2022
A Generative Framework for Image-based Editing of Material Appearance using Perceptual Attributes
Computer Graphics Forum, presented at EuroGraphics 2022. Johanna Delanoy, Manuel Lagunas, Jorge Condor, Diego Gutiérrez, Belén Masiá

October 2021
Normal Map Estimation in the Wild
Poster at **X Jornada Jóvenes Investigadores del I3A**. Jorge Condor, Manuel Lagunas, Johanna Delanoy, Belén Masiá, Diego Gutiérrez

Diplomas & Scholarships

Scholarships

2021
Beca TFM+Practicas Zaragoza, Spain
Competitive scholarship awarding 600€/month to develop your master thesis within a research group

2020
Strategic Master Scholarship Zaragoza, Spain
Competitive scholarship awarding 4700€ to cover master studies

2019
Santander Erasmus Scholarship Zaragoza, Spain
Competitive scholarship awarding 500€ to cover Erasmus expenses

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

Diplomas

2017
Driving Licence Zaragoza, Spain
B Licence

2015
Cambridge English Level 2 Certificate in ESOL International (Advanced C1)
Overall score 199 (highest grading 202 in Speaking)

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Personal Interests

Nature & Photography	I love trekking and Nature in general, always taking my Nikon with me. Wildlife and travel photography are my personal favorites.
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. When gaming, 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...