

Rafael Arias González

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PERSONAL INFORMATION

Citizenship: Mexican, Canadian Resident
IELTS: 8.5/9 (9R, 9L, 7.5S, 7.5W)

ACADEMIC QUALIFICATIONS

Master of Science

Sept. 2021 - May. 2024

School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada.

Fields: Deep Learning (Transformers) for Creative Tasks (Music and Natural Language Processing).

Thesis: LLM Cognitive Modelling for Character Embodiment.

Supervisor: Prof. Steve DiPaola.

Awards: Graduate Fellowship, Travel and Research Award.

Affiliations: Research Assistant at Metacreation Lab. Member of the iViz Lab.

Overall GPA: 4.2/4.33.

Courses: machine learning for shape structure and functionality, artificial intelligence in computational art and design, interdisciplinary design approaches to computing, science technology and culture, foundations of research design.

Bachelor of Science (First Class Honours)

Oct. 2012 - Apr. 2017

Middlesex University, Middlesex, UK.

Major: Audio Production.

Thesis: Fast Fourier Transform algorithm comparison for affordable frequency response applications in home studios.

Supervisor: Dr. Pablo García Valenzuela.

Awards: Academic Merit Scholarship.

Overall GPA: 9.8/10.

Bachelor of Engineering (First Class Honours)

Oct. 2012 - Apr. 2017

SAE Institute, Mexico City, Mexico.

Major: Audio Engineering.

Awards: Academic Merit Scholarship.

Affiliations: Member of the Student Council.

Overall GPA: 9.8/10.

OTHER EDUCATION

NanoDegree - Robotics Software Engineer I

Mar. 2018 - Jun. 2018

Udacity, USA.

NanoDegree - Deep Learning

Mar. 2017 - May 2017

Udacity, USA.

Diploma - Sound Design For Visual Media (Honours)

Jun. 2014 - Jun. 2015

Vancouver Film School, Vancouver, Canada.

ACADEMIC & TEACHING EXPERIENCE

Collaborating Professor (Graduate Level) SHIFTA (Elisava), Barcelona, Spain	Oct. 2025 - present
University Guest Lecturer School of AI, Artek University, Mexico City, Mexico.	July. 2024 - Oct. 2024
University Sessional Instructor School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada.	Jan. 2023 - present
Postsecondary Instructor Multiple programs: Programming for Games (8 courses), Web & Mobile, Writing for Film, Television & Games (Game Stream, 1), Sound Design for Visual Media (2), and VR/AR Design & Development (1), Vancouver Film School, Vancouver, Canada.	Jan. 2023 - present
Research Assistant Metacreation Laboratory, School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada. Supervisor: Prof. Philippe Pasquier.	Jan. 2022 - Dec. 2022
Graduate Fellow School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada. Supervisor: Prof. Philippe Pasquier.	Sept. 2021 - Sept. 2022
Senior Postsecondary Instructor BEDU, Mexico City, Mexico.	Feb. 2020 - Dec. 2024
University Lead Instructor SAE Institute, Mexico City, Mexico.	Jan. 2018 - Mar. 2023
University Lead Instructor REC University, Mexico City, Mexico.	Aug. 2017 - Dec. 2021
Teaching Assistant The National School of Music, The National Autonomous University of Mexico, Mexico City, Mexico. Prof.: Dr. Esther Escobar.	Jan. 2016 - Dec. 2016

INDUSTRY EXPERIENCE

Full Stack Developer, AI Engineer iViz Lab, SFU, Vancouver, CAN. Full Stack development of a web app for local AI chatbots.	Sep. 2025 - present
AI Engineer Industrio, Vancouver, CAN. AI systems design. Data ingestion pipeline design and implementation. Advanced Chatbot design and development (OpenAI, FAISS, RAG, Cypher, Neo4j).	Sep. 2024 - Dec. 2024
Latin American Ambassador VFS, Vancouver, CAN. Development and delivery of conferences and workshops across universities in Latin America as part of VFS' international outreach initiatives.	Apr. 2023 - present

Game AI Developer / Software Developer	Jun. 2022 - Dec. 2022
Barely Alive, Rio de Janeiro, Brazil.	
Videogame company releasing its first game in PC and VR. Design and aid in the implementation of Game AI systems for in-game NPCs.	
Senior Data Science Engineer / Backend Developer	Jan. 2021 - Jul. 2021
Daizic, San Diego, USA.	
Company analyzing tendencies in the Music Industry. Design, test and maintain large-scale databases. Data cleaning and organization. Data scrapping and ingestion pipeline creation.	
Head of Machine Learning / App (Swift) Developer	May 2019 - Dec. 2019.
Marakana (now GetRival), San Francisco, USA.	
In charge of data analysis and planning, development, and deployment of Machine Learning systems for different sports iOS apps.	
Artificial Intelligence Analyst / Full-Stack Developer	Jun. 2018 - May 2019
Catalyst/AirTM, Mexico City, Mexico.	
Database creation. API development. Server management.	
Artificial Intelligence Analyst	Jan. 2018 - Jun. 2018
Kaluz, Mexico City, Mexico.	
Data analysis and A.I. model development for predictions and projections. A.I. architecture design to improve processes inside the company.	
Cofounder / Machine Learning Engineer	Jan. 2017 - Dec. 2017
SimplifAI, San Francisco, USA.	
San Francisco-based startup. Part of the development team of Simple Predict: a Deep Learning web app for small and medium-sized businesses.	

AWARDS

2025	Best Instructor (Programming for Web, Mobile and Games)	VFS, Vancouver, Canada.
2023	Travel & Research Award.	School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada. CAD 1'990
2022	Travel & Research Award.	School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada. CAD 1'985
2022	Excellence in Teaching Award (Best Rated Instructor)	BEDU, Mexico City, Mexico
2022	Excellence in Teaching Award (Most Helpful Mentor)	BEDU, Mexico City, Mexico
2021	Excellence in Teaching Award (Most Inspiring Instructor)	BEDU, Mexico City, Mexico
2021	Graduate Fellowship.	Simon Fraser University, Vancouver, Canada. CAD 7'000
2016	Academic Merit Scholarship.	SAE Institute, Mexico City, Mexico. Recurrent variable funding for the duration of the undergraduate program.
2015	Student Video Game Competition Winner.	ESAC, Canada. Part of the development team of ZetaBusters. Role: Audio Design & Implementation.
2014	VFS' My Year Scholarship.	Vancouver Film School, Vancouver, Canada. CAD 22'000

CONFERENCE TALKS

Oct. 2025	Demystifying Generative AI Conference.	Rafael Landívar University, Guatemala City, Guatemala.
Oct. 2025	Demystifying Generative AI Conference.	Galileo University, Guatemala City, Guatemala.
Oct. 2025	Demystifying Generative AI Conference.	Francisco Marroquín University, Guatemala City, Guatemala.
Feb. 2025	Generative AI, Revolution or Illusion? Conference.	UAO University, Cali, Colombia.
Feb. 2025	AI in the Music Industry Conference and Industry Panel Discussion.	SAE, Mexico City, Mexico.
Oct. 2024	Will Gen AI take your job? Conference.	ICESI, Cali, Colombia.
Oct. 2024	Generative AI, Revolution or Illusion? Conference.	Univ. de la Sabana, Bogota, Colombia.
Feb. 2023	ChatGPT: Technology and Applications. Webinar.	BEDU, Mexico City, Mexico.
Dec. 2022	Introduction to Data Science. Pre-recorded Webinar.	BEDU, Mexico City, Mexico.
Feb. 2020	AI Ethics. Keynote Speech.	Utopia/Dystopia Festival, SAE Institute, Mexico City, Mexico.
Feb. 2019	Blockchain: Technology and Applications. Conference.	MegaTrends Festival, SAE Institute, Mexico City, Mexico.
Jun. 2019	AI applications in the Audio Industry. Conference.	REC Anniversary Conferences, REC University, Mexico City, Mexico.
Nov. 2016	iAnalyse Software Tools: Music Score Analysis. Seminar.	National Autonomous University of Mexico, Mexico.

WORKSHOPS

Oct. 2025	Make a 2D Platformer 1-day Workshop.	UVG University, Guatemala City, Guatemala
Oct. 2025	Make a 2D Platformer 2-day Workshop.	Landívar U., Guatemala City, Guatemala.
Oct. 2025	Make a 2D Platformer 2-day Workshop.	Galileo U., Guatemala City, Guatemala.
Mar. 2025	Make a Game in Unity 3-day Workshop.	VFS, Vancouver, Canada.
Jan. 2025	The Data Science Pipeline Master Class.	Bedu, Mexico City, Mexico.
Dec. 2024	AI Modeling Thought & Language Demo Booth.	NeurIPS, Vancouver, Canada.
Oct. 2024	Psychology of Audio in Film and Games 2-day Workshop.	ICESI, Cali, Colombia.
Feb. 2024	Make a 2D Platformer. 3-day Workshop.	Univ. Galileo, Guatemala, Guatemala.
Feb. 2024	Make a 2D Platformer. 3-day Workshop.	UVG, Guatemala, Guatemala.
Feb. 2024	Generative AI for Data Augmentation. Master Class.	Bedu, Mexico City, Mexico.
Jan. 2024	Prompt Engineering. Master Class.	Bedu, Mexico City, Mexico.
Oct. 2023	Develop a Game in Unity. 2-day Workshop.	Univ. de los Andes, Bogota, Colombia.
Oct. 2023	Make a 2D Platformer. 2-day Workshop.	Univ. de la Sabana, Bogota, Colombia.
Apr. 2023	Post VFX/SFX for a Short Film. 5-day Workshop.	TEC de Monterrey, GDL, Mexico.
Jun. 2022	Data Science for Businesses. Master Class.	Bedu, Mexico City, Mexico.
Sept. 2021	Introduction to Data Analysis. Workshop.	Bedu, Mexico City, Mexico.
Jun. 2021	Python for Data Analysis. Workshop.	Bedu, Mexico City, Mexico.
Jun. 2021	Advanced Dev. Considerations for Python. Workshop.	Bedu, Mexico City, Mexico.
May. 2021	Python for Data Analysis. Master Class.	Bedu, Mexico City, Mexico.
Mar. 2021	Pattern Detection for Data Prediction. Workshop.	Bedu, Mexico City, Mexico.
Jan. 2021	Data Science to Reinvent your Business. Workshop.	Bedu, Mexico City, Mexico.
May. 2020	Machine Learning. State-of-the-art Models. Workshop.	Bedu, Mexico City, Mexico.
Apr. 2020	Machine Learning. State-of-the-art Models. Workshop.	Bedu, Mexico City, Mexico.

COMMUNITY SERVICE

Head of Audio

Sept. 2016 - Sept. 2017

Locomoción Fest, Mexico City, Mexico.

The lead of the audio department for an art/animation festival in low-class neighbourhoods. The festival sought to bring people closer to emerging cultures and artists. I worked with a team of audio volunteers.

TEACHING EXPERIENCE (COURSES)

At Simon Fraser University

Fall 2025	IAT 359 Mobile Computing (React-Native) 2h lecture + 6h lab.	71 Students.
Fall 2025	IAT 343 Animation 2h lecture + 6h lab.	30 Students.
Summer 2025	IAT 265 Multimedia Programming in Java 2h lecture + 6h lab.	55 Students.
Summer 2025	IAT 313 Narrative and New Media 3h lecture.	39 Students.
Spring 2025	IAT 100 Digital Image Design 1.5h lecture + 8h lab.	76 Students.
Spring 2025	IAT 267 Introduction to Technological Systems 2h lecture + 4h lab.	37 Students.
Fall 2024	IAT 445 Immersive Environments (VR) 2h lecture + 4h lab.	42 Students.
Summer 2024	IAT 267 Introduction to Technological Systems 2h lecture + 4h lab.	44 Students.
Spring 2024	IAT 445 Immersive Environments (VR) 2h lecture + 4h lab.	28 Students.
Spring 2024	IAT 443 Interactive Video 2h lecture + 4h lab.	37 Students.
Fall 2023	IAT 352 Internet Computing Technologies 2h lecture + 4h lab.	71 Students.
Summer 2023	IAT 265 Multimedia Programming in Java 2h lecture + 4h lab.	46 Students.
Summer 2023	IAT 167 Digital Games 2h lecture + 6h lab.	40 Students.
Spring 2023	IAT 443 Interactive Video 2h lecture + 4h lab.	32 Students.

At Vancouver Film School

Nov.-Dec. 2025	PG29 T2 Javascript Web Apps 6h lecture, 4 days a week.	14 Students.
Nov.-Dec. 2025	PG29 T2 Unity 1 6h lecture, 4 days a week.	14 Students.
Nov.-Dec. 2025	SD113 T5 Python Dev Tools 6h lecture, 4 days a week.	14 Students.
Nov.-Dec. 2025	SD114 T3 Scripting (Unity) 6h lecture, 4 days a week.	14 Students.
Sep.-Oct. 2025	PG29 T1 HTML, CSS and JavaScript 6h lecture, 4 days a week.	14 Students.
Sep.-Oct. 2025	PG29 T1 Introduction to Operating Systems 3h lecture.	14 Students.
Sep.-Oct. 2025	WR78 T5 Narrative Design / Visual Storytelling 3h lecture.	11 Students.
Jul. 2025	Make a Game - Month-long Intensive 6h lecture, 4 days a week.	9 Students.
Jul.-Aug. 2025	SD113 T3 Scripting (Unity) 3h lecture.	20 Students.
Jul.-Aug. 2025	SD112 T5 Python Dev Tools 3h lecture.	26 Students.
May.-Jun. 2025	WR77 T5 Narrative Design / Visual Storytelling 3h lecture.	10 Students.
Mar.-Apr. 2025	PG27 T4 Rendering and Shaders (HLSL) 3h lecture.	8 Students.
Mar.-Apr. 2025	PG27 T4 Pipelines and DevOps 3h lecture	8 Students.
Mar.-Apr. 2025	PG27 T4 Cloud Computing and LiveOps 3h lecture.	8 Students.
Mar.-Apr. 2025	SD 111 T5 Game Audio 5 3h lecture.	19 Students.
Mar.-Apr. 2025	SD 112 T3 Scripting (Unity) 3h lecture.	26 Students.
Jan.-Feb. 2025	WR76 T5 Narrative Design (Unreal) 3h lecture.	11 Students.
Jan.-Feb. 2025	PG27 T3 Javascript Web Frameworks 3h lecture.	8 Students.
Nov.-Dec. 2024	SD 111 T3 Technical Audio 3h lecture.	19 Students.
Nov.-Dec. 2024	PG27 T2 Javascript Web Apps 3h lecture.	8 Students.
Nov.-Dec. 2024	PG27 T2 Unity 1 3h lecture.	8 Students.
Nov.-Dec. 2024	WR75-2 T6 Environmental Storytelling 3h lecture.	8 Students.
Sep.-Oct. 2024	PG27 T1 Introduction to Operating Systems 3h lecture.	8 Students.
Sep.-Oct. 2024	PG27 T1 HTML, CSS and JavaScript 3h lecture.	8 Students.
Sep.-Oct. 2024	WR75 T5 Narrative Design / Visual Storytelling 3h lecture.	9 Students.
May.-Aug. 2024	VAR06 T2 Advanced Unity for VR and AR 3h lecture.	7 Students.

Jul.-Aug. 2023	WR74-2 T6 Environmental Storytelling 3h lecture.	8 Students.
Jul.-Aug. 2024	SD 110 T3 Technical Audio 3h lecture.	24 Students.
Jul.-Aug. 2024	PG26 T4 DevOps/DevTools (Maya, Unreal, Unity) 3h lecture.	12 Students.
Jul.-Aug. 2024	PG26 T4 LiveOps and Cloud Computing for Games 3h lecture.	12 Students.
Jul.-Aug. 2024	PG26 T4 Rendering and Shaders (HLSL) 3h lecture.	12 Students.
Jul. 2024	Make a Game - Month-long Intensive 6h lecture, 4 days a week.	8 Students.
May.-Jun. 2024	WR74 T5 Narrative Design 3h lecture.	7 Students.
Mar.-Apr. 2024	PG25 T4 Rendering and Shaders (HLSL) 3h lecture.	10 Students.
Mar.-Apr. 2024	PG26 T2 Introduction to Unity 3h lecture.	11 Students.
Mar.-Apr. 2024	SD108 T2 Unity Scripting 3h lecture.	25 Students.
Jan.-Feb. 2024	WR73-2 T5 Narrative Design 3h lecture.	5 Students.
Jan.-Feb. 2024	WR73-1 T5 Narrative Design 3h lecture.	4 Students.
Nov.-Dec. 2023	WR72-2 T6 Environmental Storytelling 3h lecture.	8 Students.
Nov.-Dec. 2023	WR72-1 T6 Environmental Storytelling 3h lecture.	5 Students.
Sep.-Oct. 2023	WR72-2 T5 Narrative Design 3h lecture.	6 Students.
Sep.-Oct. 2023	WR72-1 T5 Narrative Design 3h lecture.	5 Students.
Mar.-Apr. 2023	SD107 T2 Unity Scripting 3h lecture.	26 Students.
May.-Jun. 2023	WR71-2 T5 Narrative Design 3h lecture.	6 Students.
May.-Jun. 2023	WR71-1 T5 Narrative Design 3h lecture.	5 Students.
May.-Jun. 2023	SD106 T2 Unity Scripting 3h lecture.	23 Students.
Jan.-Feb. 2023	WR70 T5 Narrative Design 3h lecture.	8 Students.

At BEDU

Jul. 2024	SU Open Academy - AI and ML 6h lecture.	130 Students.
Feb.-Mar. 2024	SD2024 Machine Learning. 6h lecture.	14 Students.
Jul.-Aug. 2023	LOTB2C23003 Introduction to Databases. 6h lecture.	11 Students.
Sept.-Oct. 2022	TECP0017 Introduction to Relational Databases. 6h lecture.	8 Students.
Jul.-Aug. 2022	DSF1-22001 Introduction to Relational Databases. 6h lecture.	17 Students.
Jun.-Jul. 2022	DASC-22001 Databases (SQL and MongoDB). 6h lecture.	36 Students.
Jun. 2022	DASC-22001 Data Processing with Python. 6h lecture.	300 Students.
Mar.-Apr. 2022	TECP0006FSPYOL Backend Fundamentals. 6h lecture.	12 Students.
Mar. 2022	TECP0006FSPYOL Databases (SQL and MongoDB). 6h lecture.	21 Students.
Jan.-Feb. 2022	TECP0038DWJSOL Backend Fundamentals. 6h lecture.	21 Students.
Jan. 2022	TECP0006FSPYOL Backend Fundamentals. 6h lecture.	18 Students.
Oct.-Nov. 2021	TECP0015 Introduction to Relational Databases. 6h lecture.	36 Students.
Sep.-Nov. 2021	TECP0013ADDAOL Data Processing with Python. 6h lecture.	17 Students.
Aug.-Sept. 2021	SANB2B0008 Data Processing with Python. 6h lecture.	300 Students.
Jun.-Jul. 2021	TECP0013ADDAOL Data Processing with Python. 6h lecture.	25 Students.
May.-Jun. 2021	TECP0001DAANCMX Machine Learning. 6h lecture.	14 Students.
Apr. 2021	SANB2B0004 Statistics for Data Analysis. 6h lecture.	50 Students.
Mar.-Apr. 2021	SANB2B0004 Statistics for Data Analysis. 6h lecture.	50 Students.
Mar.-Apr. 2021	TECP0001DAANGDL Data Analysis with Python 6h lecture.	6 Students.
Mar.-Apr. 2021	TECP0001DAANCMX Data Analysis with Python. 6h lecture.	22 Students.
Feb.-Mar. 2021	SANB2B0004 Data Processing with Python. 6h lecture.	100 Students.
Jan.-Feb. 2021	TECP0001DAANCMX Data Analysis with Python. 6h lecture.	35 Students.
Nov.-Dec. 2020	TECM0003MALECMX Machine Learning 6h lecture.	8 Students.
Oct.-Nov. 2020	TECM0003MALECMX Machine Learning 6h lecture.	23 Students.
Aug.-Sept. 2020	CUDAB2CREM Data Analysis with Python 6h lecture.	24 Students.
May.-Jun. 2020	TECM003MALECMX Machine Learning. 6h lecture.	24 Students.
May.-Jun. 2020	CUDAB2CCDMX Data Analysis with Python 6h lecture.	21 Students.
Apr.-Jun. 2020	CUDAB2CCDMX Introduction to Databases. 6h lecture.	18 Students.
Mar.-May. 2020	TECP0015 Machine Learning. 6h lecture.	26 Students.

At Artek University

Jul.-Sept. 2024 **INA0122 Text and Data Mining** 4h lecture.

15 Students.

At SAE Institute

Jan.-Mar. 2023	GPD0121 Advanced AI for Video Games. 6h lecture.	8 Students.
Oct.-Dec. 2022	GPD1020 Advanced AI for Video Games. 6h lecture.	5 Students.
Apr.-Jun. 2022	GPD0420 Advanced AI for Video Games. 6h lecture.	7 Students.
Oct.-Dec. 2021	GPD1019 Advanced AI for Video Games. 6h lecture.	8 Students.
Jul.-Sept. 2021	GPD0719 Advanced AI for Video Games. 6h lecture.	6 Students.
Apr.-Jun. 2021	GPD0419 Advanced AI for Video Games. 6h lecture.	6 Students.
Jan.-Mar. 2021	GPD0119 Advanced AI for Video Games. 6h lecture.	10 Students.
Oct.-Dec. 2020	GPD1018 Advanced AI for Video Games. 6h lecture.	7 Students.
Oct.-Dec. 2020	AED0120 Audio Programming for Video Games. 6h lecture.	30 Students.
Jul.-Sept. 2020	GPD0718 Advanced AI for Video Games. 6h lecture.	5 Students.
Jul.-Sept. 2020	AED1019 Audio Programming for Video Games. 6h lecture.	54 Students.
Apr.-Jun. 2020	AED0719 Audio Programming for Video Games. 6h lecture.	43 Students.
Jan.-Mar. 2020	AED0419 Audio Programming for Video Games. 6h lecture.	36 Students.
Oct.-Dec. 2019	AED0119 Audio Programming for Video Games. 6h lecture.	40 Students.
Jul.-Sept. 2019	AED1018 Audio Programming for Video Games. 6h lecture.	29 Students.
Apr.-Jun. 2019	AED0718 Audio Programming for Video Games. 6h lecture.	32 Students.
Feb.-Jun. 2019	EC0219 Sound for Interactive Platforms. 6h lecture.	7 Students.
Jan.-Mar. 2019	AED0418 Audio Programming for Video Games. 6h lecture.	35 Students.
Jan.-Mar. 2019	AED0118 Special Topics II (Game Audio). 6h lecture.	31 Students.
Oct.-Dec. 2018	AED1017 Special Topics II (Game Audio). 6h lecture.	27 Students.
Sept.-Dec. 2018	EC0918 Sound for Interactive Platforms. 6h lecture.	6 Students.
Jul.-Sept. 2018	AED0717 Special Topics II (Game Audio). 6h lecture.	18 Students.
Apr.-Jun. 2018	AED0417 Special Topics II (Game Audio). 6h lecture.	23 Students.
Jan.-Mar. 2018	AED0117 Special Topics II (Game Audio). 6h lecture.	24 Students.

At REC University

Aug.-Dec. 2021	LPM901 Audio Programming and Music AI. 4h lecture.	8 Students.
Feb.-Jun. 2021	LPM901 Audio Programming and Music AI. 4h lecture.	10 Students.
Aug.-Dec. 2020	LPM901 Audio Programming and Music AI. 4h lecture.	9 Students.
Feb.-Jun. 2020	LPM901 Audio Programming and Music AI. 4h lecture.	8 Students.
Aug.-Dec. 2019	LPM901 Audio Programming and Music AI. 4h lecture.	7 Students.
Aug.-Dec. 2018	LPM901 Audio Programming and Music AI. 4h lecture.	10 Students.
Feb-Jun. 2018	LPM901 Audio Programming and Music AI. 4h lecture.	9 Students.
Aug.-Dec. 2017	LPM901 Audio Programming and Music AI. 4h lecture.	5 Students.

CURRICULUM DEVELOPMENT

At Vancouver Film School

Spring 2025	Backend Development.	3h lecture / 2 month course
Spring 2025	JS Frameworks.	3h lecture / 2 month course
Summer 2024	Advanced Unity for VR and AR.	3h lecture / 4 month course
Summer 2024	Month-long Intensive. Game Development.	8h daily lecture / 1 month course
Spring 2024	Cloud Computing and LiveOps.	3h lecture / 2 month course
Spring 2024	Pipelines and DevOps.	3h lecture / 2 month course
Spring 2024	Rendering and Shaders.	3h lecture / 2 month course
Fall 2023	Environmental Storytelling. Term 6 course.	3h lecture / 2 month course
Fall 2023	Unreal Engine 5. Term 5 course.	3h lecture / 2 month course

At SAE Institute

Fall 2020	Advanced Artificial Intelligence for Games 400 level.	4h lecture / 3 month course
Spring 2019	Tech Audio for Interactive Media Cont. Education.	6h lecture / 4 month course
Spring 2018	Audio Programming for Video Games 400 level.	6h lecture / 3 month course
Spring 2018	Game Technical Audio Engineering. 300 level.	6h lecture / 3 month course
Spring 2018	Introduction to the Game Industry. 200 level.	6h lecture / 3 month course

At BEDU

Fall 2024	AI Tools and Management Cont. Education.	6h lecture / 2-week course
Fall 2024	Introduction to AI Cont. Education.	6h lecture / 2-week course
Summer 2024	Introduction to Generative AI Cont. Education.	6h lecture / 2-week course
Summer 2024	Introducion to ML Cont. Education.	3h lecture / 2-week course
Spring 2024	Machine Learning Cont. Education.	6h lecture / 1 month course
Spring 2024	Introduction to Generative AI Cont. Education.	6h lecture / 1 month course
Spring 2022	Fundamentals of Soft. Architecture Cont. Education.	6h lecture / 1 month course

At REC University

Fall 2020	Audio Programming and Music AI 400 level.	4h lecture / 4 month course
Spring 2018	Tech Audio for Video Games 400 level.	4h lecture / 4 month course

STUDENT SUPERVISION

As Thesis Supervisor

2021	Carlo Andrés Hinojosa Relión. Thesis: Deep Learning for in-Game Computer Vision. SAE Institute, Mexico City, Mexico.
2021	Paola Montiel Peralta. Thesis: GANs for Spritesheet generation. SAE Institute, Mexico City, Mexico.
2020	Sarah Grommelt González. Thesis: Developing an Audio Interface Prototype that uses Bulbs in the Preamp Stage. SAE Institute, Mexico City, Mexico.
2020	Sofia Vazquez Heredia. Thesis: Importance of Audio in Video Game Narratives. SAE Institute, Mexico City, Mexico.
2020	Erik Briner Morales. Thesis: The business model for the website Proediting. SAE Institute, Mexico City, Mexico.
2019	Brian Roman Cepeda. Thesis: Sound Design and Tech Implementation for the Indie Game: Demise In. SAE Institute, Mexico City, Mexico.
2019	Emilio Arzate Tiscareño. Thesis: Sound Immersion Techniques Survey for Video Games. SAE Institute, Mexico City, Mexico.

As Member of Defence Jury

2020	Roberto Almaraz . Thesis: Implementing Ultrasonic Sensors for Music Interactivity in Closed Spaces. SAE Institute, Mexico City, Mexico.
2020	Carlos Eduardo Segovia Medina. Thesis: Digital Signal Processing Algorithm Comparison for Audio Plug-in Design. SAE Institute, Mexico City, Mexico.
2019	Brian Roman Cepeda. Thesis: Sound Design and Tech Implementation for the Indie Game: Demise In. SAE Institute, Mexico City, Mexico.
2017	Nahielly Win-Wa Chiu Ávila. Thesis: Animated Mexico: An analysis of sound design in the Mexican animation industry. SAE Institute, Mexico City, Mexico.

Last updated: November 8, 2025