

# Rafael Arias González

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## PERSONAL INFORMATION

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

## ACADEMIC QUALIFICATIONS

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**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

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**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

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<b>Collaborating Professor (Graduate Level)</b> SHIFTA (Elisava), Barcelona, Spain	Oct. 2025 - <b>present</b>
<b>University Guest Lecturer</b> School of AI, Artek University, Mexico City, Mexico.	July. 2024 - Oct. 2024
<b>University Sessional Instructor</b> School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada.	Jan. 2023 - <b>present</b>
<b>Postsecondary Instructor</b> 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 - <b>present</b>
<b>Research Assistant</b> Metacreation Laboratory, School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada. Supervisor: Prof. Philippe Pasquier.	Jan. 2022 - Dec. 2022
<b>Graduate Fellow</b> School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada. Supervisor: Prof. Philippe Pasquier.	Sept. 2021 - Sept. 2022
<b>Senior Postsecondary Instructor</b> BEDU, Mexico City, Mexico.	Feb. 2020 - Dec. 2024
<b>University Lead Instructor</b> SAE Institute, Mexico City, Mexico.	Jan. 2018 - Mar. 2023
<b>University Lead Instructor</b> REC University, Mexico City, Mexico.	Aug. 2017 - Dec. 2021
<b>Teaching Assistant</b> The National School of Music, The National Autonomous University of Mexico, Mexico City, Mexico. Prof.: Dr. Esther Escobar.	Jan. 2016 - Dec. 2016

## INDUSTRY EXPERIENCE

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<b>Full Stack Developer, AI Engineer</b> iViz Lab, SFU, Vancouver, CAN. Full Stack development of a web app for local AI chatbots.	Sep. 2025 - <b>present</b>
<b>AI Engineer</b> 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
<b>Latin American Ambassador</b> VFS, Vancouver, CAN. Development and delivery of conferences and workshops across universities in Latin America as part of VFS' international outreach initiatives.	Apr. 2023 - <b>present</b>

**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**

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- 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

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

## WORKSHOPS

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

# COMMUNITY SERVICE

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## 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)

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### At Simon Fraser University

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

### At Vancouver Film School

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

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

#### At BEDU

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

## At Artek University

Jul.-Sept. 2024	INA0122 Text and Data Mining 4h lecture.	15 Students.
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## 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

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

## At BEDU

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

## At REC University

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

## STUDENT SUPERVISION

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### 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