Rafael Arias González

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📱 Website

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

University Guest Lecturer — July. 2024 - Oct. 2024

School of AI, Artek University, Mexico City, Mexico.

University Sessional Instructor — Jan. 2023 - **present**

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

Postsecondary Instructor — Jan. 2023 - **present**

Writing for Film, Television & Games (Game Stream), Sound Design for Visual Media, Programming for Games, Web & Mobile, and VR/AR Design & Development programs, Vancouver Film School, Vancouver, Canada.

Research Assistant — Jan. 2022 - Dec. 2022

Metacreation Laboratory, School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada.
Supervisor: Prof. Philippe Pasquier.

Graduate Fellow — Sept. 2021 - Sept. 2022

School of Interactive Arts and Technology, Simon Fraser University, Vancouver, Canada.
Supervisor: Prof. Philippe Pasquier.

Senior Postsecondary Instructor — Feb. 2020 - Dec. 2024

BEDU, Mexico City, Mexico.

University Lead Instructor — Jan. 2018 - Mar. 2023

SAE Institute, Mexico City, Mexico.

University Lead Instructor — Aug. 2017 - Dec. 2021

REC University, Mexico City, Mexico.

Teaching Assistant — Jan. 2016 - Dec. 2016

The National School of Music, The National Autonomous University of Mexico, Mexico City, Mexico.
Prof.: Dr. Esther Escobar.

Industry Experience

Cofounder / Game Designer / Developer — Sept. 2024 - **present**

Noys, Mexico City, MEX.
Responsible for technical art, world-building, narrative design, and environmental storytelling

Latin American Ambassador — Apr. 2023 - **present**

VFS, Vancouver, CAN.
Development and delivery of conferences and workshops across universities in Latin America as part of VFS' international outreach initiatives.

AI Engineer — Sep. 2024 - Dec. 2024

Industrio, Vancouver, CAN.
AI systems design. Data ingestion pipeline design and implementation. Advanced Chatbot design and development (OpenAI, FAISS, RAG, Cypher, Neo4j).

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   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   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. Sep 2018: Promoted to Blockchain Developer.

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

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. *R*ecurrent 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

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

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

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

Jul. 2024	**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 Introduction to 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.