

# Resume

## Rafael Arias Gonzalez

Machine Learning Engineer, University/Private Lecturer

Birthdate: 15th Sep. 1992

[Click here for full academic CV](#)

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## Education

- 2021 – 2024 **Master of Science**  
GPA: 4.2/4.33  
Interactive Arts and Technology  
*Simon Fraser University, CAN*
- 2012 – 2017 **Bachelor of Science / Engineering (dual)**  
First Class Honours, GPA: 9.8/10  
Major: Audio Engineering  
*Middlesex Univ., UK / SAE, MEX*

## Diplomas

- 2017 **Deep Learning / Robotics Nanodegree**  
*Udacity, USA*
- 2014-2015 **Diploma in Sound Design for Visual Media**  
Honours  
*Vancouver Film School, CAN*

## Teaching Experience

- 2023 – Present (PT)  
SFU (Simon Fraser University), Canada  
**University Sessional Instructor**  
Courses: IAT 100, 313, 167, 265, 267, 352, 443, 445
- 2023 – Present (PT)  
VFS (Vancouver Film School), Canada  
**Postsecondary Instructor**  
Courses: Narrative Design, Env. Storytelling, Games, JS
- 2020 – Present (PT)  
BEDU, Mexico  
**Senior Instructor**  
Courses: Data Science, AI, Full Stack Dev, Databases
- 2024 (PT)  
Artek, Mexico  
**University Lecturer**  
Courses: Text and Data Mining
- 2018 – 2023 (PT)  
SAE Institute, Mexico  
**University Lead Instructor / Lecturer**  
Courses: Advanced AI (Unity/Unreal), Tech Audio (Fmod)
- 2017 – 2021 (PT)  
REC University, Mexico  
**University Lead Instructor**  
Courses: Audio Programming for Interactive Media, Music AI

## Work Experience

- 2024-Present (PT)  
Noys Games, Mexico  
**Developer**  
Responsible for technical art, world-building, narrative design, and environmental storytelling.
- 2023-Present (PT)  
Vancouver Film School, CAN  
**Latin American Ambassador**  
Development and delivery of conferences and workshops across universities in Latin America as part of VFS' international outreach initiatives.
- 2022 (PT)  
Barely Alive, Brazil  
**Game AI / Software Developer**  
Aid in design and implementation of Game AI systems for in-game NPCs.
- 2021 (FT)  
Daizic, USA  
**Senior Data Science Engineer**  
Company analyzing tendencies in the Music Industry. Design, test and maintain large-scale databases. Data cleaning and organization. Data scraping and ingestion pipelines creation.
- 2019 (FT)  
Marakana AI, USA  
**Head of Machine Learning**  
In charge of data analysis and planning, development, and deployment of Machine Learning systems for different sports iOS apps.
- 2018 – 2019 (FT)  
Catalyst / Airtm, Mexico  
**AI / Full-stack Developer**  
Database creation. API development. Server management.  
Sep 2018: Promoted to Blockchain Developer.
- 2018 (FT)  
AI Lab, Kaluz Foundation, Mexico  
**Artificial Intelligence Analyst**  
Data analysis and A.I. model development for predictions and projections. A.I. architecture design to improve processes inside the company.

## Awards

2022/2023	<b>Travel &amp; Research Award</b> CAD 1'985. (2022), CAD 1'990. (2023) <i>Simon Fraser University, Canada</i>
2021/2022	<b>Excellence in Teaching Award</b> <i>BEDU, Mexico</i>
2021	<b>Graduate Fellowship</b> CAD 7'000. <i>Simon Fraser University, Canada</i>
2016	<b>Academic Merit Scholarship</b> Recurrent variable funding. <i>Kaluz Foundation, Mexico</i>
2015	<b>Student Video Game Competition Winner</b> Role: Audio Design & Implementation. <i>ESAC, Canada</i>
2014	<b>VFS' My Year Scholarship Competition</b> CAD 22'000 Scholarship. <i>VFS, Canada</i>

## Selected Conferences / Workshops

2025	<b>Generative AI, Revolution or Illusion?</b> Conference <i>UAO University, Colombia</i>
2024	<b>The Psychology of Audio for Film and Games</b> Conference <i>ICESI University, Colombia</i>
2024	<b>Develop a Game in Unity</b> VFS Workshop <i>Galileo / UVG Universities, Guatemala</i>
2023	<b>Make a 2D Platformer</b> VFS Workshop <i>De la Sabana / De los Andes Universities, Colombia</i>
2023	<b>Audio / VFX Post production for a short film</b> VFS Workshop <i>TEC, Mexico</i>
2020	<b>AI Ethics</b> Keynote Speech <i>SAE Institute, Mexico</i>

## Student Supervision

2018 – 2021

SAE Institute, Mexico

### ***Undergrad Dissertation Mentor and Jury***

Provide technical mentorship to Video Game Programming and Audio Engineering undergrad students. Part of the dissertation jury for undergrad students' final oral defences.

- Dissertations as mentor: 7 / Defences as jury: 4

## Interests

Video Game Development, Technical Art, New Media.

## Languages

English IELTS: 8.5/9 (9R, 9L, 7.5S, 7.5W)  
Spanish First language

## Technical Skills

Adobe CC	<div><div></div></div>
Unity	<div><div></div></div>
Unreal	<div><div></div></div>
Wwise	<div><div></div></div>
FMOD	<div><div></div></div>
Python	<div><div></div></div>
C++	<div><div></div></div>
JavaScript	<div><div></div></div>
Java	<div><div></div></div>
SQL	<div><div></div></div>
MongoDB	<div><div></div></div>
Processing	<div><div></div></div>
OpenXR	<div><div></div></div>
Arduino	<div><div></div></div>
Max/MSP	<div><div></div></div>

## References

### **Steve DiPaola**

Position Graduate Program Chair, Professor  
Employer SIAT, SFU  
Address 13450 102 Ave, Surrey, BC V3T 0A3  
Email [sdipaola@sfu.ca](mailto:sdipaola@sfu.ca)  
Mobile (604)7196579

### **Barbara Martinez Ruiz**

Position Latin America Admissions Director  
Employer Vancouver Film School  
Address 198 W Hastings, Vancouver, BC V6B 1H2  
Email [BMartinez@vfs.com](mailto:BMartinez@vfs.com)  
Mobile (604)2696961

### **Alfonso Salinas Palacio**

Position Audio Director  
Employer A Shell in the Pit  
Address 196 W 3rd Ave, Vancouver, BC V5Y 1E9  
Position Former Director of the School of Audio  
Employer SAE University  
Email [alfonso@ashellinthepit.com](mailto:alfonso@ashellinthepit.com)  
Mobile (236)9751040