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Education

Universitat Politècnica de Catalunva

Barcelona, Spain

M.Sc. in Innovation and Research in Informatics

Sep. 2020 - Jul. 2022

• Grade: 9.15/10.00

• Specialization in Computer Graphics and Virtual Reality

• Thesis: Motion Matching for Character Animation and Virtual Reality Avatars in Unity

Universitat Politècnica de Catalunya

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Sep. 2016 - Jul. 2020

• Grade: 9.03/10.00 (Rank 3 of 239).

• Thesis: Navigation and collaboration techniques for Virtual Reality.

Research Experience ____

CYENS Centre of Excellence

Nicosia, Cyprus

RESEARCH INTERN

Jul. 2022 - Sep. 2022

- Researched Deep Learning for data-driven character animation from sparse input data.
- Supervisor: Dr. Andreas Aristidou.

ViRVIG Research Group - Universitat Politècnica de Catalunya

Barcelona, Spain

RESEARCH ASSISTANT

Apr. 2019 - Jul. 2022

- · Researched real-time motion synthesis for VR self-avatars: Deep Learning character animation, Motion Matching, Inverse Kinematics and Motion
- Developed an open-source Unity package to easily integrate VR self-avatars to any application. https://github.com/UPC-ViRVIG/AvatarGo.
- Developed collaborative VR and AR tools for visualizing and interacting with architectural designs. Project in collaboration with Temple Expiatori de la Sagrada Família.

Skills

Programming Python, C#, C++, ŁTEX, R, CUDA, GLSL/HLSL

Game Engines/Libraries/SW

Unity, PyTorch, Blender, Git, SteamVR, Oculus, ARCore

Languages English, Spanish, Catalan

Publications

Combining Motion Matching and Orientation Prediction to Animate Avatars for Consumer-Grade VR Devices

JOSE LUIS PONTON, HAORAN YUN, CARLOS ANDUJAR, NURIA PELECHANO

ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA). Sep. 2022. Durham, United Kingdom.

AvatarGo: Plug and Play self-avatars for VR

JOSE LUIS PONTON, EVA MONCLUS, NURIA PELECHANO

Eurographics 2022 - Short Papers. May. 2022. Reims, France. (10.2312/egs.20221037).