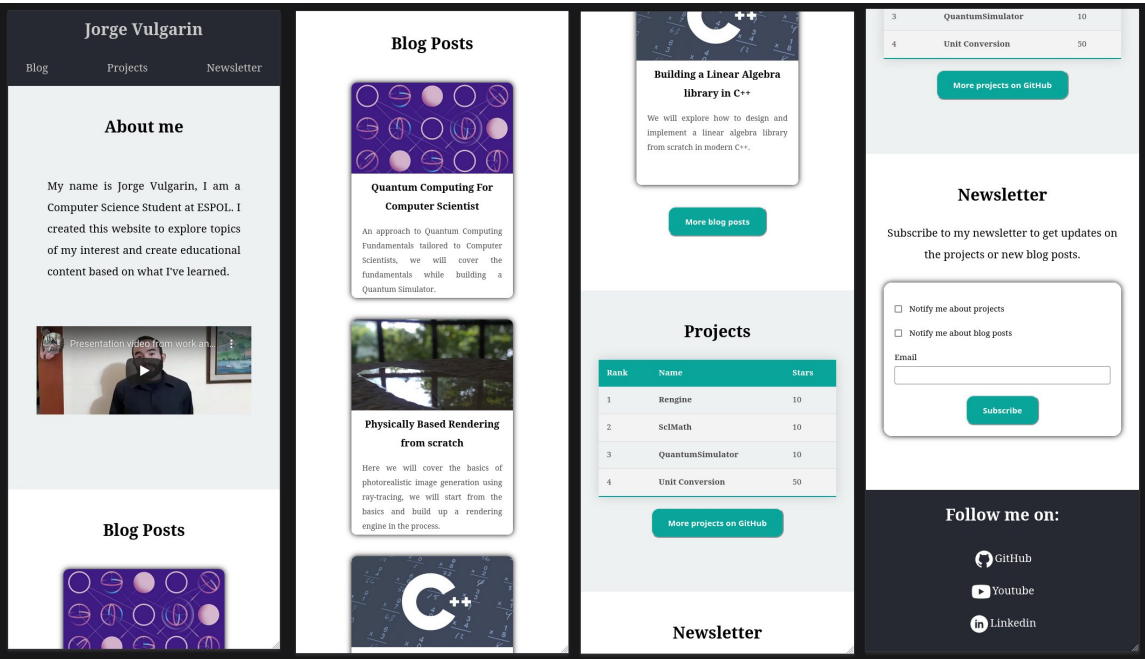


Diseño web

Mockup:

Vista móvil:



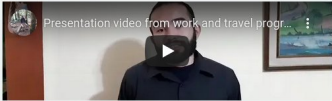
Vista PC:

Jorge Vulgarin


BlogProjectsNewsletter

About me

My name is Jorge Vulgarin, I am a Computer Science Student at ESPOL. I created this website to explore topics of my interest and create educational content based on what I've learned.




Blog Posts




Quantum Computing For Computer Scientist

An approach to Quantum Computing Fundamentals tailored to Computer Scientists, we will cover the fundamentals while building a Quantum Simulator.



Physically Based Rendering from scratch

Here we will cover the basics of photorealistic image generation using ray-tracing, we will start from the basics and build up a rendering engine in the process.



Building a Linear Algebra library in C++

We will explore how to design and implement a linear algebra library from scratch in modern C++.

More blog posts

More blog posts

Projects

Rank	Name	Stars
1	Rengine	10
2	SciMath	10
3	QuantumSimulator	10
4	Unit Conversion	50

More projects on GitHub

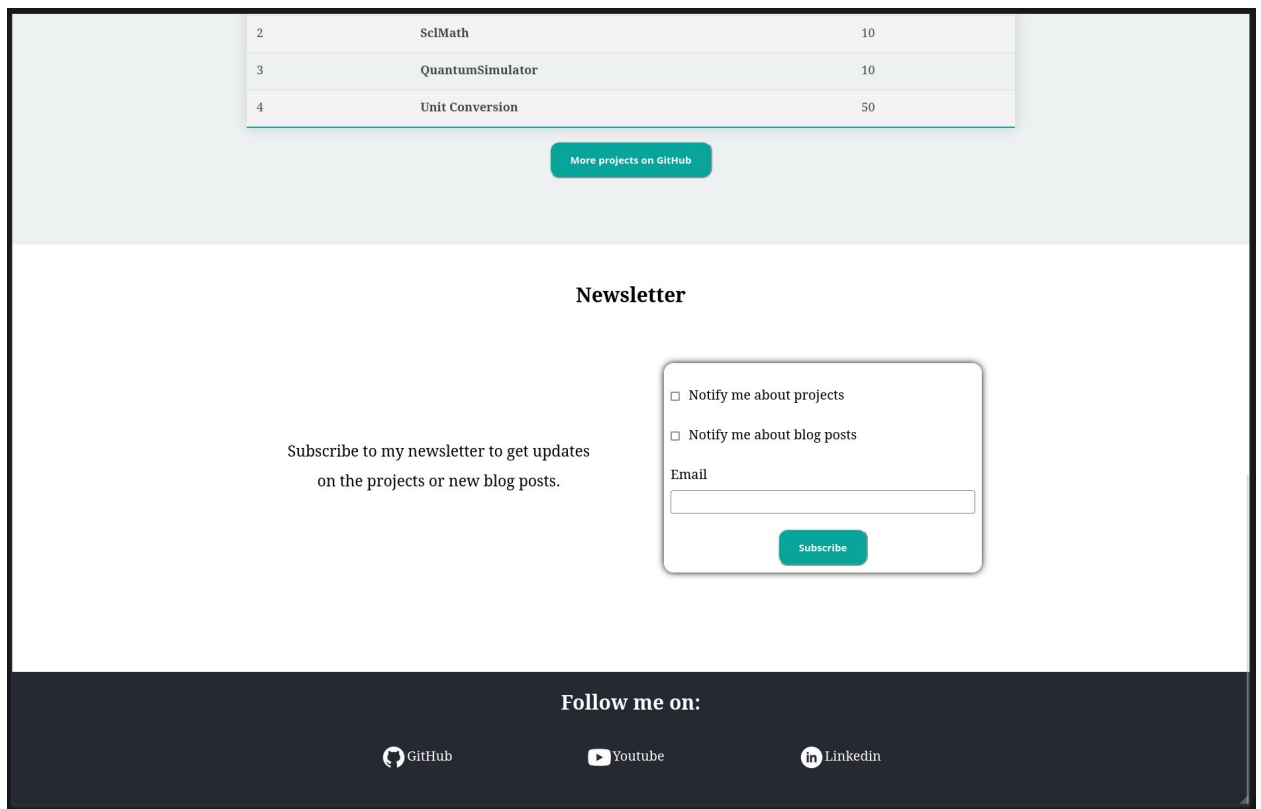
Newsletter

Subscribe to my newsletter to get updates on the projects or new blog posts.

☐ Notify me about projects

☐ Notify me about blog posts

Email



Colores:

Uso	RGB	Color
Fondo nav y footer	#272932	
Texto principal	#c9c9c9	
Enfasis	#09a59a	
Texto-opaco	#494949	

Fuentes:

Raleway: <https://fonts.google.com/specimen/Raleway>

Inspiración:

<https://developedbyed.com/>