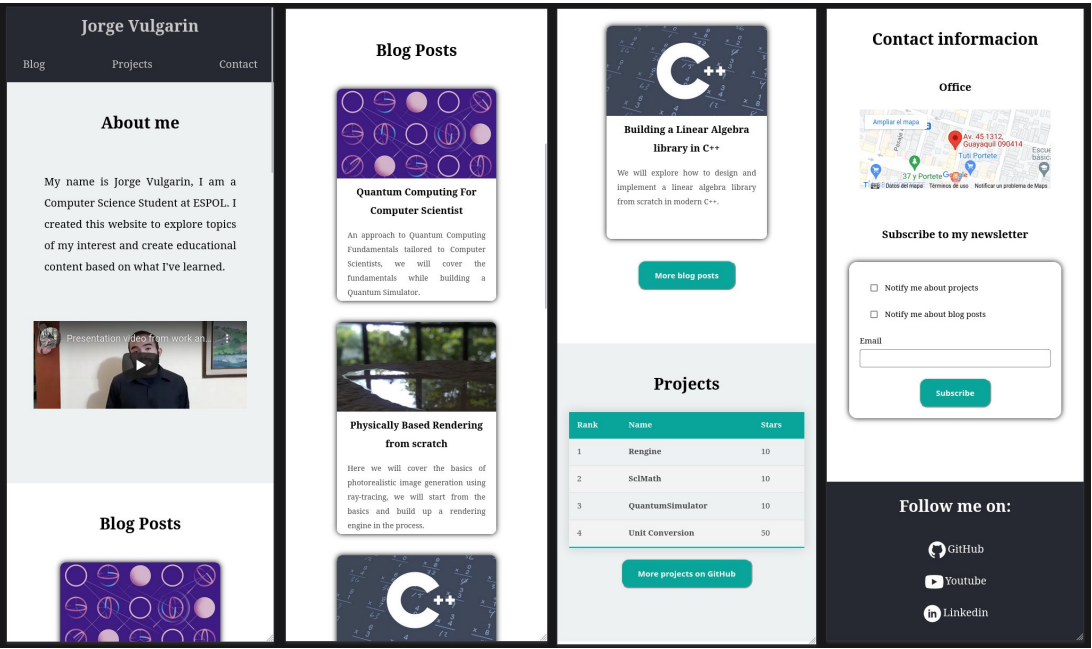


Diseño web

Mockup:

Vista móvil:



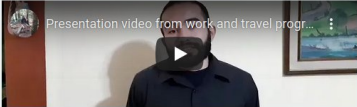
Vista PC:

Jorge Vulgarin

BlogProjectsContact


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.




Presentation video from work and travel program

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

Quantum Simulator

Engine in the process

More blog posts


Projects

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

More projects on GitHub

Contact informacion

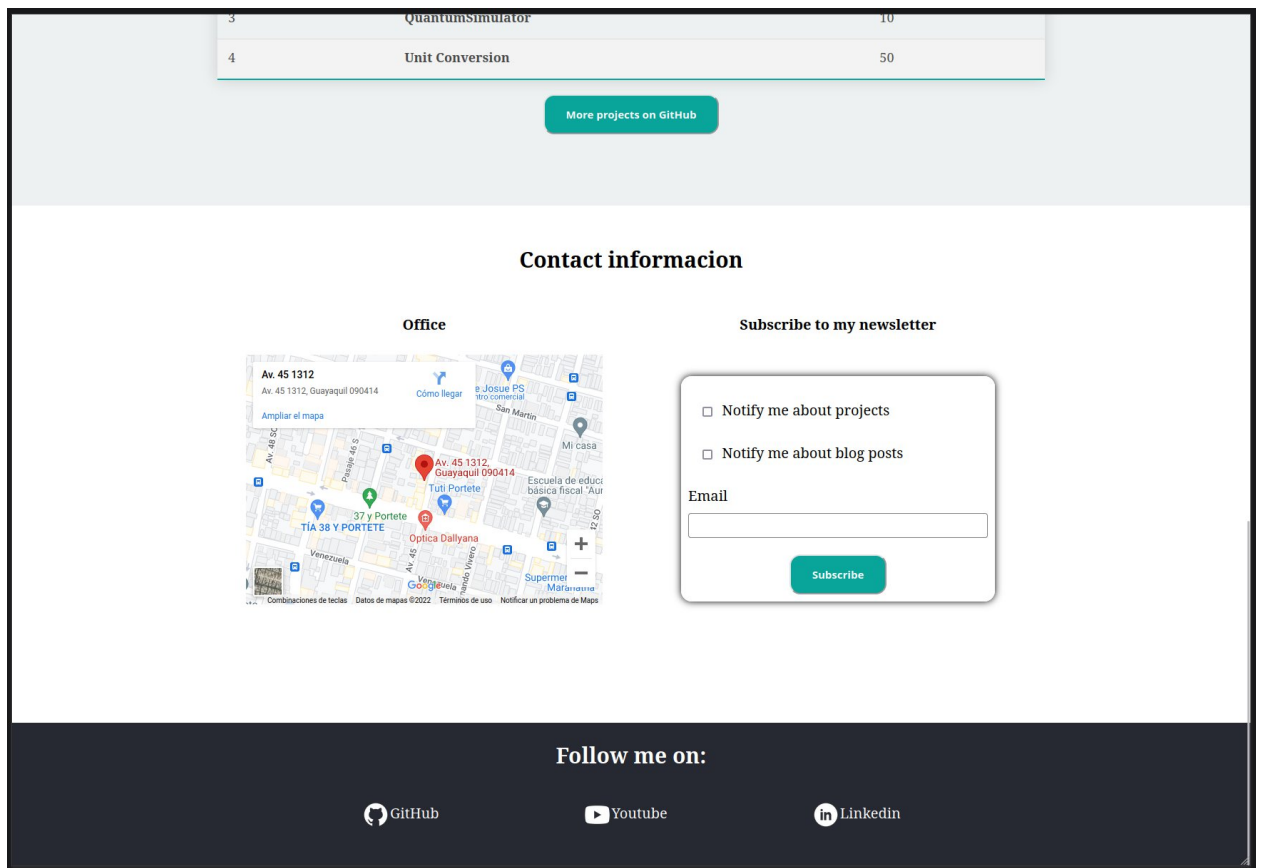
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Texto-opaco	#494949	

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