Juan Lorente

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Experience

RESEARCH INTERN　　　　　　　　　　　　　　　　　　　　　　　　Zaragoza, Spain
Graphics and Imaging Lab　　　　　　　　　　　　　　　　　　　　　　feb.- may. 2025
- Built Python pipelines to preprocess and normalize 360° video frames.
- Extracted saliency-based features to capture viewer attention hotspots.
- Trained, validated and tuned sequence-prediction models (Encoder/Decoder).
- Leveraged lab's high-performance servers to train compute-intensive models.

Education

BACHELOR'S DEGREE IN COMPUTER ENGINEERING　　　　　　　　　　Zaragoza, Spain
　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　2024
University of Zaragoza
Mention in Computing (Computer Vision - Graphics)
Bachelor Thesis '*Prediction of scanpaths in 360°videos*' with a DL method

MASTER'S DEGREE IN ROBOTICS, GRAPHICS & COMPUTER VISION　　Zaragoza, Spain
　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　2025
University of Zaragoza
GPA: 9.0 / 10
Relevant coursework: Autonomous Robots; Computer Vision; Machine Learning; Modeling and Simulation of Appearance; SLAM; Computational Imaging; Programming & Architecture of Computing Systems; Virtual Reality; Advanced Computational Imaging; Applications of Deep Learning

Projects

BACHELOR'S THESIS – Study and evaluation of scanpath prediction methods for 360° video　　feb.- jul. 2024
- *Description*: Compared seven heuristic saliency-sampling methods and developed a ConvLSTM+CoordConv model to predict viewer scanpaths in 360° videos using DTW, Levenshtein, Recurrence and Determinism metrics.
- *Role*: Led literature review, implemented sampling strategies, designed and trained the deep learning model, and performed quantitative benchmarking.
- *Technologies Used*: Python, PyTorch, NVIDIA Quadro RTX 6000 GPU, Git for version control.
- *Outcome*: Reduced DTW error by 67% and Levenshtein distance by 8%; automated evaluation of 4609 scanpaths across heuristic and learned methods.

3D WEB PORTFOLIO　　　　　　　　　　　　　　　　　　　　　　　　jun. 2025
- *Description*: A fully interactive, 3D portfolio site deployed on GitHub Pages that showcases my bio, education, other relevant sections and over 10 projects with links to code, documentation and live demos. (*https://juanlorenteguarnieri.github.io/portfolio/*)
- *Role*: Designed the user experience, implemented all front-end components and integrated project content, then configured CI/CD for automated GitHub Pages deployment.
- *Technologies Used*: React, Three.js, @react-three/fiber, TypeScript, Vite, GitHub Pages.
- *Outcome*: Live site with immersive 3D navigation, centralized access to all projects and credentials, facilitating easy sharing and ongoing updates.

Additional

Language Skills: Spanish (native), English (B2 – European Framework)
Technical Skills: C++, Python, PyTorch, Github, Linux, JavaScript.
Volunteer Experience: Summer Camp Counselor, 2023 – Planned and led children's activities; coordinated campsite setup and logistics.
Interests/Hobbies: Emerging Technology & AI, Piano performance (recreational), Psychology, Chess.