Pablo Martínez González

Excited about Deep Learning, Computer Vision and Computer Graphics
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Alicante, Spain. Last Updated on 16th June 2022

EDUCATION

UNIVERSITY OF ALICANTE

PhD in Deep Learning and Computer Vision
Alicante, Spain. 2018 - 2023 | FPU Grant
PhD thesis related to 6D object pose estimation with deep learning techniques, and trained with synthetic data.

B.Sc. in Computer Science
Alicante, Spain. 2011 - 2015 | 9.18/10 GPA
High Academic Performance Group
B.Sc. Thesis: Privacy and security when accessing cloud data.
Specialised on data mining, computer vision, robotics and AI.
Extraordinary award for best academic record.

B.Sc. in Physics
Alicante, Spain. 2018 - Ongoing

REY JUAN CARLOS UNIVERSITY

M.Sc. in Computer Graphics, Games and VR
Madrid, Spain. 2015 - 2017 | 8.28/10 GPA
M.Sc. Thesis: TempleOps: An online multiplayer third-person shooting game with random map generation (VG development).

COURSES

UDACITY

2018 Intro to Deep Learning with PyTorch

COURSERA

2018 Deep Learning Specialization (5 courses)
2013 Functional Programming Principles in Scala

WORKSHOPS AND SUMMER SCHOOLS

2018 PUMPS+AI Summer School
2013 Workshop on GPGPU programming
2013 Summer School on GPGPU programming
2013 OpenGL in depth

SKILLS

Focused on
Deep Learning, Computer Vision and Virtual Reality

Also interested in
GPGPU programming, 3D computer graphics and Physics

Tools and libraries
UE4 • Unity • PyTorch • Tensorflow • Git

Programming
Python • C and C++ • CUDA • LaTeX • Java • Matlab

WORK/RESEARCH EXPERIENCE

UNIVERSITY OF ALICANTE

Research Engineer and Faculty
Alicante, Spain. (2018 - Ongoing) 4 years

- Full time research engineer as a consequence of my PhD grant. It includes the development of my PhD thesis and teaching hours to bachelor students, among others.

TECHNISCHE UNIVERSITÄT WIEN (TU WIEN)

Visiting Scholar
Vienna, Austria. (2021) 3 months

- Proposed a deep learning model based on 6D object pose estimators for predicting suitable grasping points and areas on objects. Collaborated with the Vision for Robotics research group.

GESTIÓN TRIBUTARIA TERRITORIAL (GTT)

Junior Programmer
Alicante, Spain. (2016 - 2017) 11 months

- Worked on maintaining and extending a web platform (C#) and its database architecture (SQL, PL/SQL). This platform is used by public organisms.

PUBLICATIONS

JOURNALS

- S. Oprea et al., "A review on deep learning techniques for video prediction" PAMI, 2020.
- P. Martinez-Gonzalez et al., "UnrealROX: An eXtremely Photorealistic Virtual Reality Environment for Robotics Simulations and Synthetic Data Generation" VirtualReality, 2019.
- S. Oprea et al., "A visually realistic grasping system for object manipulation and interaction in virtual reality environments" Computer&Graphics, 2019.
- A. Garcia-Garcia et al., "A survey on deep learning techniques for image and video semantic segmentation" ASOC, 2018.

CONFERENCES

- P. Martinez-Gonzalez et al., "UnrealROX+: An Improved Tool for Acquiring Synthetic Data from Virtual 3D Environments" IJCNN, 2021.
- S. Oprea et al., "H-GAN: the power of GANs in your Hands" IJCNN, 2021.
- A. Garcia-Garcia et al., "The RobotriX: An eXtremely Photorealistic and Very-Large-Scale Indoor Dataset of Sequences with Robot Trajectories and Interactions" IROS, 2018.