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# PEDRO JOSÉ PÉREZ GARCÍA

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Computer Science Engineer with knowledge in Computer Graphics, Virtual Reality, Machine Learning, Computer Vision and Robotics.

I am interested in gaining new knowledge, as well as expanding the one I have already have and facing problems in a real environment where devising and correctly applying solutions is crucial.

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## CONTACT DETAILS

**Mail:** [pjpereztc@gmail.com](mailto:pjpereztc@gmail.com)

**Phone number:** +34 692 45 57 02

**Birth Date (DD/MM/AAAA):** 07/10/1999

**Portfolio:** <https://PedroPerez14.github.io>

**Github:** <https://github.com/PedroPerez14>

**LinkedIn:**  
[linkedin.com/in/pedro-jose-perez-garcia](https://linkedin.com/in/pedro-jose-perez-garcia)

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## LANGUAGES

**Spanish:** Native

**English:** Advanced (B2 Certificate)

**French:** Basic

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## KNOWLEDGE AND HARD SKILLS

- C++
- C#
- Python
- Java
- Computer Graphics
- OpenGL and GLSL
- RenderDoc
- Virtual Reality
- Unity
- Computer Vision
- 3D Scene reconstruction

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## SOFT SKILLS

- Teamwork
- Clear and effective communication
- Personal organization
- Problem analysis and formalization
- Inter-project and inter-disciplinar collaboration
- Continuous learning

## WORK EXPERIENCE

### RESEARCH ENGINEER

DEPARTMENT OF INFORMATICS AND SYSTEMS ENGINEERING (DIIS),  
UNIVERSITY OF ZARAGOZA

MARCH 2025 – PRESENT DAY

- Research and *fine-tuning* of Large Language Models (LLMs) applied to reproducibility analysis assistance of research papers.
- Usage of techniques such as PEFT or LoRA (Mainly **Python**)
- Responsible for the entire training and data pipeline, from tagging to validation, including data cleaning and augmentation.

### RESEARCH INTERNSHIP

COLOR LAB, INTER-UNIVERSITY INSTITUTE FOR MARINE SCIENCES, EILAT

SEPTEMBER 2023 – DECEMBER 2023

- Internship done in collaboration with the *Graphics and Imaging Lab* research group, from Universidad de Zaragoza.
- Mainly focused on **spectral rendering** of oceanic underwater scenes.
- Programming, debugging and maintenance of several tools for the scientific renderers Mitsuba 2 and Mitsuba 3 (**C++** y **Python**).
- Gained knowledge in **oceanography**, **photogrammetry** and **colorimetry**.

### JUNIOR RESEARCH ENGINEER

GRAPHICS AND IMAGING LAB, UNIVERSITY OF ZARAGOZA

MARCH 2022 – SEPTEMBER 2022

- Development and maintenance of a tool for data collection relative to user's gaze and attention while visualizing 360-degree audiovisual content in **Virtual Reality**, using the **Unity** Engine (**C#**).
- Additional support for other projects within the research group, with tasks including **Blender** add-on development, or assisting with **Neural Network** training and finetuning, among others.
- Listed as co-author of the paper "D-SAV360: A Dataset of Gaze Scanpaths on 360° Ambisonic Videos".

### EXTRACURRICULAR ACTIVITY INSTRUCTOR

ENTABAN SERVICIOS S.L.U, ZARAGOZA

NOVEMBER 2021 – JUNE 2022

- Videogame programming activity, aimed at children aged 12-15 in two high schools in Zaragoza.

## EDUCATIONAL BACKGROUND

MASTER IN ROBOTICS, GRAPHICS AND COMPUTER VISION  
SCHOOL OF ENGINEERING AND ARCHITECTURE, UNIVERSITY OF  
ZARAGOZA

SEPTEMBER 2022 – JULY 2024

- Final average grade of 8,86 out of 10.
- Attended a semester abroad to Técnico de Lisboa in Lisbon, Portugal, as part of the Erasmus+ program, from February 2023 until July 2023.

### BACHELOR'S DEGREE IN COMPUTER SCIENCE

SCHOOL OF ENGINEERING AND ARCHITECTURE, UNIVERSITY OF  
ZARAGOZA

SEPTEMBER 2017 – FEBRUARY 2022

- Final average grade of 7,24 out of 10.
- Specialization in Computing Science.

### HIGH SCHOOL BACCAULERATE

IES PARQUE GOYA, ZARAGOZA (NOW IES CLARA CAMPOAMOR)

SEPTEMBER 2015 – JUNE 2017