



PEDRO JOSÉ PÉREZ GARCÍA

Computer Science Engineer with knowledge in Computer Graphics, Virtual Reality, Machine Learning and embedded computing.

Extremely interested in real-time rendering and its applications such as videogames, ranging from technical art to engine programming and architecture.

CONTACT DETAILS

E-mail: pjpereztic@gmail.com

Phone number: +34 692 45 57 02

Address: Vicente Aleixandre 12, 7B, 50018, Zaragoza, Spain

Birth date: 07/10/1999 (DD/MM/YYYY)

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

Linkedin: <https://www.linkedin.com/in/pedro-jose-perez-garcia/>

LANGUAGE SKILLS

Spanish: Native
English: Advanced
French: Basic

PERSONAL SKILLS

Communication	<div><div></div></div>
Team working	<div><div></div></div>
Organization	<div><div></div></div>
Willing to learn	<div><div></div></div>
Adaptability	<div><div></div></div>
Multitasking	<div><div></div></div>

EDUCATIONAL BACKGROUND

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

SEPTEMBER 2022 – JULY 2024

- Final average grade of 8.86 out of 10
- Attended a semester abroad to Técnico Lisboa in Portugal, as part of the Erasmus+ program, from February 2023 to July 2023

BACHELOR'S DEGREE IN COMPUTER SCIENCE ENGINEERING SCHOOL OF ENGINEERING AND ARCHITECTURE, UNIVERSITY OF ZARAGOZA, SPAIN

SEPTEMBER 2017 – FEBRUARY 2022

- Final average grade of 7.24 out of 10
- Computing Science Specialization (In Spanish: Mención en Computación)

HIGH SCHOOL BACCAULERATE IES PARQUE GOYA, ZARAGOZA, SPAIN

SEPTEMBER 2015 – JUNE 2017

WORK EXPERIENCE

RESEARCH INTERN

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

SEPTEMBER 2023 – DECEMBER 2023

- Internship in collaboration with the Graphics and Imaging Lab research group from University of Zaragoza, focusing on spectral rendering of oceanic underwater scenes
- On-site until October 7th, remote from then onwards
- Gained knowledge about the fields of Colorimetry and Oceanography, as well as their possible applications to Computer Graphics
- Wrote, debugged and maintained tools for the Mitsuba 2 and Mitsuba 3 scientific renderers (mostly using C++ and Python)

RESEARCH ENGINEER

GRAPHICS AND IMAGING LAB, UNIVERSITY OF ZARAGOZA

MARCH 2022 – SEPTEMBER 2022

- Development of a VR tool to track users gaze and head position over time while visualizing 360-degree content, using the Unity engine (C#)
- Additional support for other ongoing research projects, including Blender add-on development, Neural Network training, among others
- Listed as 4th 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

PERSONAL INTERESTS

- Formula 1 fan since childhood
- Videogames: Enjoy playing and collecting those with special meaning
- Interested in indie game development, and starting small game project
- Want to learn art (especially watercolors) and shader art
- Also enjoy physical activities like football, running or cycling