

Part A. PERSONAL DATA

| | | | |
|--|-------------------------|-----------|-----------------|
| Firstname | Alvaro | | |
| Lastname | PASTOR | | |
| URL Web | www.alvaropastor.eu | | |
| Email | alvaropastor@riseup.net | Telephone | +34 613 173 089 |
| Open Researcher and Contributor ID (ORCID) | 0000-0002-0467-8260 | | |

A.1. Current professional roles

| | |
|-------------|---|
| Role | Professor, Masters degree in videogame design and development |
| Start | 2024 |
| Institution | Universitat Oberta de Catalunya |
| Departament | Departamento de Informática, Multimedia y Telecomunicación |

A.2. Previous professional roles

| Years | Role / Institution / Country |
|-------------|--|
| 2023 - 2024 | Technical specialist, Clinical Psychology and Psychobiology department, Universitat de Barcelona, Spain |
| 2022 - 2023 | Professor, Degree in Videogame design and development Universitat Politècnica de Catalunya, Spain |
| 2022 - 2023 | Professor, Unity Certified User Course, Universitat Oberta de Catalunya, Spain |
| 2021 - 2023 | Professor, Masters degree in videogame design and development Universitat Oberta de Catalunya, Spain |
| 2018 - 2019 | Professor, Masters degree in digital project development LCI Barcelona School of Design and Visual Arts, Spain |

A.3. Education

| Year | Degree / Masters / PhD | University / Country |
|------|---|---|
| 2025 | PhD Network and Information Technologies | Universitat Oberta de Catalunya, Spain |
| 2015 | MSc Masters Cognitive Systems & Interactive Media | Universidad Pompeu Fabra, Spain |
| 2013 | Architect | Universidad Peruana de Ciencias Aplicadas, Peru |
| 2005 | Bachelor in Architecture | Universidad Peruana de Ciencias Aplicadas, Peru |

Part B. SUMMARY

Cognitive scientist, especialising in immersive technologies for neurocognitive research.

Part C. SPECIFIC AREAS OF EXPERTISE

Interactive systems, augmented and virtual reality technologies

Computer vision, machine learning applications

3D content generation and manipulation

Scientific data processing and analysis

Statistical modeling and testing

Full-Stack web technologies

Part D. SCIENTIFIC CONTRIBUTIONS

D.1. Publications

Peer reviewed article. Pastor, A.; Bourdin-Kreitz, P. 2025. Synthetic generation of photorealistic 3D characters for face-based episodic memory measures. Proceedings of the National Academy of Sciences of the United States of America (manuscript in review).

Peer reviewed article. Pastor, A; Bourdin-Kreitz, P. 2024. Comparing episodic memory outcomes from walking augmented reality and stationary virtual reality encoding experiences. Scientific Reports. Nature. 14, pp.1-23 . <https://doi.org/10.1038/s41598-024-57668-w>

Article. Pastor, A. 2023. Flashbacks de lo virtual. Mosaic no. 198. ISSN: 1696-3296. <https://doi.org/10.7238/m.n198.2301>

Preprint. Pastor, A. 2021. Memorable navigation: Assessing the influence of way- finding in spatial clustering. Open Science Foundation. <https://doi.org/10.31219/osf.io/ub759>.

D.2. Scientific Projects

Research project. NeuroScent VR. Research Grant Universitat Oberta de Catalunya. 01/02/2024 - 01/02/2025 Role: Author.

Research project. Inhabiting the Hybrid. Ministerio de Ciencia e Innovación. Dr. Joan Soler-Adillon. MCIN/AEI/10.13039/501100011033 PID2021-128875NA-I00. 01/09/2022 - 01/09/2025. Role: Team member.

Research project. EnvironMENTAL, Reducing the impact of major environmental challenges on mental health. Dr. Mel Slater. Horizon Europe/UE 101057429. Universitat de Barcelona, Departament de Psicologia Clínica i Psicobiologia. Event-LAB Entorns Virtuals en Neurociències i Tecnologia Experimental. 01/02/2023 - 01/02/2024.Role: Team member

Research project. The Memory Palace. Grant awarded from Instituto de Cultura de Barcelona. 01/09/2021 - 01/09/2022. Role: Author.