Alvaro PASTOR

Part A. PERSONAL DATA

Firstname	Alvaro		
Lastname	PASTOR		
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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	2020
Institution	Universitat Oberta de Catalunya
Departament	Computer Science, Multimedia, and Telecommunication Department

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, expert 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.