

CARLOS LOPEZ GARCES

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Portfolio and blog: carlos-lopez-garces.github.io · Code repository: github.com/carlos-lopez-garces

EDUCATION

Indiana University <i>B.S. Mathematics</i> Selected coursework: Linear Algebra, Probability, Mathematical Statistics, Topology, Real Analysis. GPA 3.954 / 4	2020 – 2023 Richmond, Indiana, USA
Tecnológico de Monterrey <i>B.S. Computer Science</i> With a specialization in Computer Graphics and AI. The only student of the program that earned the degree with honors and excellence , a distinction given to students that graduate with GPA higher than 95 / 100. Ranked 1 st of class 2010. GPA 96 / 100	2006 - 2010 Guadalajara, Jalisco, Mexico

RESEARCH EXPERIENCE

Indiana University , Undergraduate Student Researcher Research paper: <i>Derivation and Evaluation of Monte Carlo Estimators of the Scattering Equation Using the Ward BRDF and Different Sample Allocation Strategies</i> Advised by Dr. Nayeong Kong, Assistant Professor of Mathematics. Submitted for publication in the Journal of Student Research at IU East (JSRIUE). Acceptance pending.	2022
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TALKS

28th Indiana University Undergraduate Research Conference (IUURC) <i>Derivation and Evaluation of Monte Carlo Estimators of the Scattering Equation Using the Ward BRDF and Different Sample Allocation Strategies</i> Listed under <i>Session 1: Oral presentations</i> on the conference's program (crl.iupui.edu). [Abstract , pg. 34]	December 2022 IUPUI Campus
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EMPLOYMENT

HOVER Inc. (hover.to) Real-time rendering and interactive 3D modeling of homes. <i>Senior 3D Graphics Engineer</i> <ul style="list-style-type: none">· Implemented global illumination algorithms, normal and roughness mapping, a linear workflow for color management, procedural generation of terrain, procedural generation of geometry for enhancing the base polygon mesh of the HOVER house model.· Implemented detection algorithms for types of roofs over the polygon mesh of the HOVER house model.· Contributed to HOVER's real-time path tracer on the web.	2019 – Today San Francisco, California, USA
Apcera, now a subsidiary of Ericsson (apcera.com) A container runtime and orchestrator for the cloud. <i>Senior Software Engineer</i> <ul style="list-style-type: none">· Implemented rolling update and restart of replicas.· Implemented autoscaling of replicas using a proportional-integral-derivative controller.· Participated in the reimplementation of the container runtime for compliance with the Open Container Initiative industry standard.	2016 – 2018 San Francisco, California, USA
Oracle Corporation (oracle.com) RDBMS database. <i>Senior Member of Technical Staff</i> <ul style="list-style-type: none">· Worked across the Virtual OS, a part of the RDBMS's kernel: memory allocation, background process management, synchronization primitives, and threading.· Responsible for maintaining and optimizing the Shared Server architecture and the kernel's diagnostic system.· Participated in porting Oracle 12c from Linux x64 to HPUX IA64 and AIX PowerPC-64. In particular, the startup and shutdown services of the RDBMS server and the Oracle Java Virtual Machine.	2011 – 2016 Guadalajara, Jalisco, Mexico

INTERNSHIPS

Google Summer of Code (GSoC) 2010 A student program sponsored by Google for contributing to open-source software. <ul style="list-style-type: none">· Better Print Support project: Scalable maps for mapnik.org. [Archive record]	May - August 2010
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HONORS AND AWARDS

Honors and Excellence Distinction for B.S. Computer Science	2010
A distinction given by Tecnológico de Monterrey to students that graduate with GPA higher than 95 / 100. Ranked 1 st of class 2010.	
Academic Merit Award	2009
Awarded by the Student Affairs Division and Alumni Association of Tecnológico de Monterrey for obtaining the highest GPA (98.83 / 100) of all undergraduate engineering, architecture, and health sciences students in the whole year 2009.	

SELECTED PERSONAL PROJECTS

carlos-lopez-garces.github.io/projects/cpbrrt : My implementation of the renderer of the book <i>Physically Based Rendering: From Theory to Implementation</i> by Pharr, Jakob, and Humphreys.
carlos-lopez-garces.github.io/projects/cdxr : A DirectX 12 real-time hybrid rasterization-raytracing renderer.

CERTIFICATIONS

Georgia Tech on edX	2021
Linear Algebra IV: Orthogonality & Symmetric Matrices and the SVD [Certificate]	
DeepLearning.AI on Coursera	2017 - 2018
Neural Networks and Deep Learning [Certificate]	
Improving Deep Neural Networks: Hyperparameter Tuning, Regularization [Certificate]	
Structuring Machine Learning Projects [Certificate]	

SKILLS

C (5+ years professionally)	DirectX12/HLSL (3+ years, side projects)
C++ (4 years, side projects)	WebGL/GLSL (3+ years professionally)
Go programming language (3 years professionally)	Linux systems programming (5+ years professionally)