CONTACT Information

dher nandez 0@gmail.com

https://www.danihernandez.eu Terrassa, Catalonia, Spain Nationality: Spanish

RESEARCH INTERESTS **Computer Vision:** Color Constancy, Panoptic Segmentation, Depth Completion, Stixel World, 3D Reconstruction, TensorRT, Deep learning for embedded platforms.

Robotics: Autonomous Driving, SLAM.

 $\ensuremath{\mathbf{HPC:}}$ Parallel Computing, CUDA, GPGPU and real-time Algorithms.

Professional Experience

Senior Research Engineer

April 2023-Currently

Research group at Slamcore, Remote

• Working on different computer vision tasks: panoptic segmentation, video panoptic segmentation, TensorRT, deep learning for embedded devices.

Deep Learning Research Scientist

May 2020-April 2023

Research group at Slamcore, Remote

Working on different computer vision tasks: depth completion, semantic segmentation.

Research Engineer

March 2019-February 2020

Computer Vision group at Huawei Noah's Ark lab, London, United Kingdom

• Working on Color Constancy (Auto White Balance).

PhD Internship

June 2018-December 2018

Computer Vision group at Element AI (acquired by ServiceNow), Montreal, Canada

- Working on Deep learning and Computer Vision.
- Advisor: Dr. David Vazquez

PhD Internship

January 2017-July 2017

Dept. of Environment Perception at Daimler AG (now Mercedes-Benz Group AG), Stuttgart, Germany

- Scholarship: SEBAP mobility Internship Grant
- Objective: To develop a faster and more accurate version of the Stixel World algorithm trying to get rid of some model assumptions.
- Advisor: Dr. Uwe Franke

Assistant Professor

2015-2018

Computer Architecture and Operating Systems (UAB department), **Universitat Autònoma** de Barcelona, Spain

• Subjects: Fundamentals of Computer Science, Distributed Systems

EDUCATION

PhD in Computer Vision

2015-2020

Universitat Autònoma de Barcelona, Spain

- Thesis title: Embedded 3D Reconstruction for Autonomous Driving
- Advisors: Dr. Juan Carlos Moure and Dr. David Vázquez

- Area of Study: Computer Vision and High Performance Computing
- Scholarship: PIF Autonomous University grant

MSc in Computer Vision

2015

Universitat Autònoma de Barcelona, Spain

• Dissertation title: A comparison of perceptual image quality metrics

Bachelor of Computer Science

2014

Universitat Autònoma de Barcelona, Spain

• Dissertation title: A metric to measure the difference between images

PUBLICATIONS

Journal Papers

Self-Supervised Depth Completion for Active Stereo

2022

F. Warburg, D. Hernandez-Juarez, J. J. Tarrio, A. Vakhitov, U. Bonde, & P. F. Alcantarilla

In IEEE Robotics and Automation Letters (2022) (RA-L)

3D Perception with Slanted Stixels on GPU

2021

D. Hernandez-Juarez, A. Espinosa, D. Vázquez, A. M. López, & J. C. Moure In *IEEE Transactions on Parallel and Distributed Systems (2021)* (**TPDS**)

Slanted Stixels: A way to represent steep streets

2019

D. Hernandez-Juarez*†, L. Schneider*, P. Cebrian, A. Espinosa, D. Vázquez, A. M. López, U. Franke, M. Pollefeys, & J. C. Moure

In International Journal of Computer Vision (2019) (IJCV)

- * Both authors contributed equally
- † Work performed during an internship at Daimler AG

Conference Papers

A Multi-Hypothesis Approach to Color Constancy

2020

2017

D. Hernandez-Juarez, S. Parisot, B. Busam, A. Leonardis, G. Slabaugh, & S. McDonagh In Computer Vision and Pattern Recognition 2020 (CVPR2020)

Slanted Stixels: Representing San Francisco's Steepest Streets

D. Hernandez-Juarez*†, L. Schneider*, A. Espinosa, D. Vázquez, A. M. López, U. Franke, M. Pollefeys, & J. C. Moure

In British Machine Vision Conference 2017 (BMVC2017)

Awarded as **Best Industry Paper**

- * Both authors contributed equally
- † Work performed during an internship at Daimler AG

GPU-accelerated real-time stixel computation

2017

D. Hernandez-Juarez, J. C. Moure, A. Espinosa, D. Vázquez, & A. M. López In Winter Conference on Applications of Computer Vision 2017 (WACV2017)

Embedded real-time stereo estimation via Semi-Global Matching on the GPU 2016

D. Hernandez-Juarez, A. Chacón, A. Espinosa, D. Vázquez, J. C. Moure, & A. M. López

In International Conference on Computational Science 2016 (ICCS2016)

TECHNICAL SKILLS Programming: C/C++, Matlab, Python, Java, SQL

Libraries: Vision (OpenCV, numpy), Deep Learning (PyTorch, Tensorflow, Caffe),

HPC (CUDA, SIMD, Intel intrinsics, OpenMP)

Others: LATEX, MS Office

LANGUAGES Spanish: Native Language English: Fluent proficiency

Catalan: Native Language

AWARDS

Extraordinary PhD Prize - Universitat Autònoma de Barcelona 2023

Best Industrial Paper Award - BMVC 2017

FELLOWSHIP

PIF-UAB - Doctoral fellowship 2015-2018

SEBAP Mobility - Internship fellowship 2017