

CONTACT INFORMATION	dhernandez0@gmail.com Barcelona, Catalonia, Spain	<a href="https://www.danihernandez.eu">https://www.danihernandez.eu</a> Nationality: Spanish
PROFESSIONAL EXPERIENCE	<p><b>Senior Research Engineer</b> <b>Deep Learning Research Scientist</b> <b>Research group at Slamcore</b>, Remote  <ul style="list-style-type: none"> <li>Panoptic Segmentation, TensorRT, Deep Learning for Embedded Devices.</li> </ul> </p> <p><b>Research Engineer</b> <b>Computer Vision group at Huawei Noah's Ark lab</b>, London, United Kingdom  <ul style="list-style-type: none"> <li>Color Constancy (Auto White Balance).</li> </ul> </p> <p><b>PhD Internship</b> <b>Computer Vision group at Element AI (ServiceNow)</b>, Montreal, Canada  <ul style="list-style-type: none"> <li>Deep learning and Computer Vision.</li> </ul> </p> <p><b>PhD Internship</b> <b>Dept. of Environment Perception at Mercedes-Benz Group AG</b>, Germany  <ul style="list-style-type: none"> <li>Developed a faster and more accurate version of the Stixel World.</li> </ul> </p> <p><b>Assistant Professor</b> <b>Universitat Autònoma de Barcelona</b>, Spain</p>	<p><b>April 2023-Currently</b> <b>May 2020-April 2023</b></p> <p><b>March 2019-February 2020</b></p> <p><b>June 2018-December 2018</b></p> <p><b>January 2017-July 2017</b></p> <p><b>2015-2018</b></p>
EDUCATION	<p><b>PhD in Computer Vision</b> Universitat Autònoma de Barcelona, Spain  <ul style="list-style-type: none"> <li>Thesis title: <i>Embedded 3D Reconstruction for Autonomous Driving</i></li> </ul> </p> <p><b>MSc in Computer Vision</b> Universitat Autònoma de Barcelona, Spain</p> <p><b>Bachelor of Computer Science</b> Universitat Autònoma de Barcelona, Spain</p>	<p><b>2020</b></p> <p><b>2015</b></p> <p><b>2014</b></p>
PUBLICATIONS	<p><b>Journal Papers</b></p> <p><b>Self-Supervised Depth Completion for Active Stereo</b> In <i>IEEE Robotics and Automation Letters (2022)</i> (<b>RA-L</b> and <b>ICRA 2022</b>)</p> <p><b>3D Perception with Slanted Stixels on GPU</b> In <i>IEEE Transactions on Parallel and Distributed Systems (2021)</i> (<b>TPDS</b>)</p> <p><b>Slanted Stixels: A way to represent steep streets</b> In <i>International Journal of Computer Vision (2019)</i> (<b>IJCV</b>)</p> <p><b>Conference Papers</b></p> <p><b>A Multi-Hypothesis Approach to Color Constancy</b> In <i>Computer Vision and Pattern Recognition 2020 (CVPR2020)</i></p> <p><b>Slanted Stixels: Representing San Francisco's Steepest Streets</b> In <i>British Machine Vision Conference 2017 (BMVC2017)</i> Awarded as <b>Best Industry Paper</b></p> <p><b>GPU-accelerated real-time stixel computation</b> In <i>Winter Conference on Applications of Computer Vision 2017 (WACV2017)</i></p> <p><b>Embedded real-time stereo estimation via Semi-Global Matching</b> In <i>International Conference on Computational Science 2016 (ICCS2016)</i></p>	<p><b>2022</b></p> <p><b>2021</b></p> <p><b>2019</b></p> <p><b>2020</b></p> <p><b>2017</b></p> <p><b>2017</b></p> <p><b>2016</b></p>
TECHNICAL SKILLS	Python, C/C++, Matlab, OpenCV, numpy, PyTorch, Tensorflow	
AWARDS	<p><b>Extraordinary PhD Prize - Universitat Autònoma de Barcelona</b></p> <p><b>Best Industrial Paper Award - BMVC</b></p>	<p><b>2023</b></p> <p><b>2017</b></p>