

# Diego Royo Meneses

## currículum vitae

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## about me

Hi! :-)) I'm Diego, a PhD student in the Graphics and Imaging Lab, under the supervision of [Prof. Adolfo Muñoz](#) and [Prof. Diego Gutiérrez](#). I previously got my BSc and MEng in Computer Science at Universidad de Zaragoza.

My research interests span light transport, transient rendering and non-line-of-sight imaging. Whenever I am passionate about a topic, I like to explore it, educate myself and experiment.

## education

### jan. 2022 - now

#### **Doctoral Program in Systems and Informatics Engineering**

EINA, Universidad de Zaragoza, Spain  
Supervisors: Profs. Adolfo Muñoz, Diego Gutiérrez.  
Funded by a 4-year competitive grant (Gob. Aragón).

### sep. 2020 - feb. 2022

#### **Master Program in Robotics, Graphics and Computer Vision**

EINA, Universidad de Zaragoza, Spain  
GPA: 9,86/10

- Bachelor thesis: "Optical flow estimation in systems with co-located light and camera for monocular endoscopy".  
Maximum grade with honors.

### sep. 2016 - jul. 2020

#### **Degree in Informatics Engineering**

EINA, Universidad de Zaragoza, Spain  
Specialization in computing. GPA: 9,34/10

- Master thesis: "Numerical estimation of differential properties of the deformation field in deformable SLAM with FlowNet2".  
Maximum grade with honors.

## languages

**Spanish** Native language  
**English** C1 Advanced Certificate. Cambridge.  
Grade A with CEFR C2 level.

## awards

### **NASA Space Apps 2019 - World finalists**

Member of *Need Another Seven Astronauts*, winner team in Zaragoza and one of thirty-six world finalists chosen by NASA. Developed a satellite tracking app.

### **NASA Space Apps 2022 - World finalists**

Member of *Sin Rocket no hay Paraíso*, winner team in Zaragoza and one of thirty-five world finalists chosen by NASA (again! and this time with a sillier name). Developed a fire spread prediction algorithm.

## research experience

### oct. 2019 - jun. 2020

#### **Collaboration grant**

### feb. 2021 - jun. 2021

#### **Professional Internships (Master Studies)**

### sep. 2021 - feb. 2022

#### **End of Master Dissertation**

EINA, Universidad de Zaragoza, Spain  
Research tasks in collaboration with the Department of Computer Science and Systems Engineering (DIIS) on the EndoMapper project.

## personal projects

I like tinkering and building things that can be useful for other people, or just for fun. Check [my personal website](#) for more information.

## publications

### journal

#### (J1) **Virtual Mirrors: Non-line-of-sight imaging beyond the third bounce**

Diego Royo, Talha Sultan, Adolfo Muñoz, Khadijeh Masumnia-Bisheh, Eric Brandt, Diego Gutierrez, Andreas Velten, Julio Marco  
[JCR Q1] Transactions on Graphics (SIGGRAPH), 2023  
DOI: <https://doi.org/10.1145/3592429>

#### (J2) **Structure-aware parametric representations for time-resolved light transport**

Diego Royo, Zesheng Huang, Yun Liang, Boyan Song, Adolfo Muñoz, Diego Gutierrez, Julio Marco  
[JCR Q1] Optics Letters, 2022, Vol. 47, Iss. 19  
DOI: <https://doi.org/10.1364/OL.465316>

#### (J3) **Non-line-of-sight transient rendering**

Diego Royo, Jorge García, Adolfo Muñoz, Adrián Jarabo  
[JCR Q2] Computers & Graphics (CEIG), 2022, Vol. 107  
★ Best Full Paper Award (CEIG)  
DOI: <https://doi.org/10.1016/j.cag.2022.07.003>

## teaching

### sep. 2022 - feb. 2023

#### **Computer Graphics**

Bachelor's Degree in Informatics Engineering

#### **Render contest for students - course 2023**

EINA, Universidad de Zaragoza, Spain

### may. 2023 - jul. 2023

#### **Research Internship**

Supervised Ayush Gupta, student of IIT Delhi.  
Working on transient signal compression for non-line-of-sight imaging.

EINA, Universidad de Zaragoza, Spain