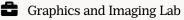
Diego Royo Meneses

currículum vitae

Last updated: May 25, 2023



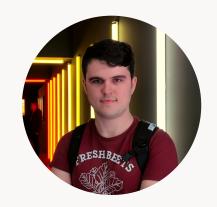
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D 0000-0001-6880-322X



💄 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

3 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". Maxmium grade with honors.

🔞 languages

Spanish Native language

C1 Advanced Certificate. Cambridge. English

Grade A with CEFR C2 level.

Q awards

1 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.

1 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.



韋 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

(JI) Virtual Mirrors: Non-line-of-sight imaging beyond the third bounce

<u>Diego Royo</u>, 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

<u>Diego Royo</u>, 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

<u>Diego Royo</u>, 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



sep. 2022 - feb. 2023 Computer Graphics

Bachelor's Degree in Informatics Engineering

1 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