FernandoSuárezGroen
Software Engineer

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Education

Free University of Brussels

2015-2017	**Master of Science in Applied Sciences and Engineering: Computer Science**
	Major in Multimedia, graduated with distinction
2011-2015	**Bachelor of Science**
	Major in Computer Science, Minor in Applied Mathematics

European School 3 Ixelles, Brussels

2011	**European Baccalaureate**
	Languages, Art and Sciences

Experience

2018	**Internship VR Development**	Nozon, Starbreeze Studios
	I developed plugins for rendering 360° virtual reality video to be displayed on VR headsets. The plugins were built using the Pixar's RenderMan SDK and Nozon's PresenZ technology in C++ (MSVS) and used in Maya.	
2016-2017	**Lab assistant bioengineering laboratory**	Free University of Brussels
	Worked as a lab assistant for logistic support in the bioengineering laboratory at my university. This entailed monitoring and documenting the proceedings in the in-vivo laboratory, and ensuring correct protocols were followed.	
2014	**Logo designer for an Italian restaurant**	Delizie Della Mama
	I was hired as a designer with strict deadlines and used professional graphic design software (Photoshop, Illustrator, etc.).	
2011-2015	**Management Scientific Student Association**	Free University of Brussels
	As a key member on the Board of the Scientific Student Association, I organized educational and social events for science students and alumni of the university.	

Software Development

Programming languages

My studies focused heavily on software development and I routinely write programs in C++, Java, and other OO-languages. I also have experience with web development languages: HTML, CSS, Javascript, etc. Other languages I have used in the past include Matlab, Prolog, Python, and Scheme.

Software

I have acquired experience with development platforms such as Visual Studio, Eclipse, Clion, Qt Framework, and others. By working on team projects I have learned to use version control repositories such as SourceTree and Github.

As a designer I have worked professionally with Adobe CS and used 3D graphics software such as Blender and Maya.

Languages

Dutch	Native language	First nationality
Spanish	Native language	Second nationality
English	Full professional proficiency	Engineering degree in English
French	Professional working proficiency	4 years of courses and frequent contact with francophone Belgian friends

Interests

Professional	Imaging & Video Technologies, Computer Graphics, Rendering Techniques
Personal	Art, Painting & Drawing, 2D/3D Animation, Running, Fitness