Fernando**Suárez**Groen
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, Arts and Sciences

Experience

Jul. 2018-Present — **VR Software Developer** — Parallaxter, PresenZ
I worked in a team creating a novel method to render 360° volumetric 6-DoF videos to be displayed on VR headsets. This entailed researching and designing an optimised approach for capturing and representing volumetric data that could be used in a 3D development pipeline.

Jan. 2018-Jun. 2018 — **Internship VR Development** — Parallaxter, PresenZ
I created plugins for Maya using the Pixar's RenderMan SDK and Parallaxter's PresenZ technology in C++ (MSVS).

2016-2017 — **Lab assistant bioengineering laboratory** — Free University of Brussels
Worked as a lab assistant for logistic support in the bioengineering laboratory, monitoring and documenting the proceedings in the in-vivo laboratory, and ensuring correct protocols were followed.

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 at my work routinely write programs in C++, Python, 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 Java, Matlab, Prolog, 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, Jenkins, and Github. As a designer I have worked professionally with Adobe CS and used 3D graphics software such as Blender, Maya, 3ds Max, Houdini, and Zbrush.

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 worked with French speaking colleagues

Interests

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