

# 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 Bruxelles, 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 and Github. As a designer I have worked professionally with Adobe CS and used 3D graphics software such as Blender, Maya, 3ds Max, 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