Fernando**SuárezGroen**
Software Engineer

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Education

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

Supervisor Pipeline Development - Sep. 2023-Present · nWave Studios

Role
- Department lead and line manager of the development team
- Planning, project management, and technical delivery of new USD pipeline
- Daily operations production support for two studios (Brussels and Liège)

Achievements
- Expanded the dev team from 2 to 6 people
- Established new team organization, ways of working, and external communications
- Organized and implemented transition to the new studio pipeline built around Pixar's USD framework

Pipeline Software Developer (TD) - Jul. 2020-Aug.2023 · nWave Studios

Role
- Develop and maintain the movie production pipeline as a generalist TD
- Provide bug fixes and new functionalities for multiple department tools
- Central point of contact for Production department, prioritization and processing of new requests

Achievements
- Optimized data flow between departments as well as task management automatization
- Shifted entire studio to new production tracking platform in 8 months (ftrack)

VR Software Developer - Jul. 2018-Jun.2020 · Parallaxter, PresenZ

Role
- Work in a team creating a novel method to render 360° volumetric 6-DoF videos to be displayed on VR headsets
- Research and design an optimized approach for capturing and representing volumetric data that could be used in a 3D development pipeline

Achievements
- Improved raytracing algorithm speed and calculations for glass/hair
- Significantly reduced point cloud density by 15-20%

Internship VR Development - Jan. 2018-Jun. 2018 · Parallaxter, PresenZ

I created plugins for Maya using the Pixar's RenderMan SDK and Parallaxter's PresenZ technology in C++ (MSVS).

Lab assistant bioengineering laboratory (student job) - 2016-2017 · 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.

Management Scientific Student Association - 2011-2015 · University of Brussels

As a key member on the leadership team of the Scientific Student Association, I organized educational and social events for science students and alumni of the university.

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Software Development

Programming languages

My work requires me to routinely design and write programs in Python, C++ and other OO-languages using software patterns to solve complex problems. 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 Gitlab, SourceTree, Jenkins, and Github. I am familiar with Pixar's USD platform. 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	● ● ● ● ●
Spanish	Native language	● ● ● ● ●
English	Full professional proficiency	● ● ● ● ●
French	Professional working proficiency	● ● ● ● ●

Interests

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