

JAVIER SALCEDO PUYO

Rendering/Graphics Engineer



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PROFESSIONAL EXPERIENCE

Sep. 2018 - present

Jr. Software Development Consultant

ALTRAN, Madrid, Spain

Design, development and maintenance of new DPI (Deep Packet Inspection) features for *Ericsson's* EPG nodes, using C and C++.

Nov. 2017 - Sep. 2018

Intern Rendering Engineer

SEDDI, Madrid, Spain

As part of my master's thesis, I developed a complete stereophotogrammetry pipeline (both hardware and software) to capture and reconstruct real scenes as 3D meshes; extracting properties such as the subsurface scattering (diffusion profile), and specular/Fresnel maps from the materials present in the scene.

Software written in C++ and Python, using OpenCV and CUDA.

Jun. 2016 - Oct. 2016

Intern Web Developer

INVAL, Pamplona, Spain

As part of an extracurricular internship, I designed and built a web platform for the management of utility bills for neighborhood communities and their managers, using technologies such as PHP, AJAX, MySQL, Bootstrap, JQuery, etc.

EDUCATION

2017 - 2018

Computer Graphics, Virtual Reality and Video Games (Masters Degree)

UNIVERSIDAD REY JUAN CARLOS, Madrid, Spain

2017

End-of-degree Project on Computer Vision (Erasmus+)

UNIVERSITÀ DEGLI STUDI DI GENOVA, Genoa, Italy.

2012-2017

Telecommunication Engineering, Specialty on Image and Sound Processing (Bachelor Degree)

UNIVERSIDAD PÚBLICA DE NAVARRA, Pamplona, Spain