Curriculum Vitae

Personal Information

Name:	Paul Guerrero
Academic Degree:	Dr. techn. (equiv. PhD)
Address:	Sanatoriumstr.21b 17/3, 1140 Vienna, Austria 9 Yoke Close, Shearling Way, London N7 9TJ, UK
Email:	paulaugguerrero@gmail.com, paul.guerrero@ucl.ac.uk
Website:	www.cg.tuwien.ac.at/staff/PaulGuerrero.html
Date of birth:	June 10, 1981 in Vienna, Austria
Marital Status:	Single
Languages:	German, English, Spanish
Main research areas:	Shape Modeling, Computer Graphics (previously: Global Illumination)

Education

May 2008 – November 2014	PhD candidate at Vienna University of Technology, Department of Computer Graphics and Algorithms.
	Graduation as Dr. techn. (Thesis: "Edit Propagation using Geometric Analogies") in November 2014
2000 – 2007	Studies in Computer Science at Vienna University of Technology, Austria, with special emphasis on Computer Graphics
	Graduation as "Diplom-Ingenieur" from Vienna University of Technology (Thesis: "Approximative Real-time Soft Shadows and Diffuse Reflections in Dynamic Scenes") in October 2007
December 2005	Participation in the "2005 UCSB International Capture The Flag" (iCTF) Internet Security Contest, team got 2nd place (best defensive performance)
1991 – 2000	Secondary School (Gymnasium) in Burghausen (Germany), Albany, N.Y. (USA) and Bogotá (Colombia)
	Colombian Graduation (ICFES) in 1999 and German Graduation (Abitur) in 2000

Professional

July 2015 – present	Post-Doc (Research Associate) at University College London, Smart Geometry Processing Group
November 2014 – June 2015	Visiting Post-Doc at KAUST, Saudi Arabia
November 2013 – June 2014	Visiting PhD student at KAUST, Saudi Arabia
October 2012 – June 2013	Visiting PhD student at KAUST, Saudi Arabia
July 2010	Lecturer at the Summer School 2010 at the UCI in Cuba
October 2009 – June 2011	Organizer of a Seminar on Methodical Working and Lecturer at a Seminar on Computer Graphics at Vienna University of Technology
October 2009	Co-Organizer of a Joint Seminar on Visual Computing in Moscow

May 2008 – May 2012	University Assistant at Vienna University of Technology, Department of Computer Graphics and Algorithms
March 2006 – Oct 2006	Internship at Vienna University of Technology, Department of Computer Graphics and Algorithms
July 2005 – March 2006	Internship at Vienna University of Technology, Department of Pattern Recognition and Image Processing
2004 – 2006	Work on a freeware game (maxfighter.musgit.com), released under the GNU General Public License
1996-2007	Design and creation of various webpages (including pcmegamedia.com, casaalemana.net, polo-austria.at)

Publications

GUERRERO, P., JESCHKE, S., WIMMER, M. AND WONKA, P. Learning Shape Placements by Example. *ACM Trans. Graph.,* 34, 4, Article 108 (August 2015), presented at SIGGRAPH 2015

GUERRERO, P., JESCHKE, S., WIMMER, M. AND WONKA, P. Edit Propagation using Geometric Relationship Functions. *ACM Trans. Graph.*, 33, 2, Article 15 (April 2014), presented at SIGGRAPH 2014

GUERRERO, P., AUZINGER, T., WIMMER, M. AND JESCHKE, S. Partial Shape Matching using Transformation Parameter Similarity. *Computer Graphics Forum*, 34, 1, 239–252 (Feb. 2015)

GUERRERO, P., JESCHKE, S., AND WIMMER, M. Real-time Indirect Illumination and Soft Shadows in Dynamic Scenes using Spherical Lights. *Computer Graphics Forum*, 27, 8, 2154–2168 (Oct. 2008)

Reviewing Activities

- Eurographics – 5 papers
- Pacific Graphics – 1 paper
- Transactions on Visualization and Computer Graphics – 1 paper
- Computer Graphics International – 2 papers
- The Visual Computer Journal – 1 paper
- International Symposium on Visual Computing – 1 paper
- Spring Conference on Computer Graphics – 1 paper
- Central European Seminar on Computer Graphics – 3 papers
- Afrigraph – 1 paper
- Neurocomputing – 1 paper

Teaching

- Seminar on Methodical Scientific Working – Winter 2009, Summer 2010, Winter 2010, Summer 2011
- Advanced Seminar on Global Illumination – Summer 2010
- Course on Interactive Global Illumination at the Summer School 2010 at UCI, Cuba (2 weeks)
- Various teaching sessions for shape modeling courses and an introductory computer graphics courses
- Supervision of master thesis: Aaron Meier-Stauffer, "Realistic Local Lighting in Dynamic Height Fields"
- Supervision of two student projects: Rene Fürst, "Dynamic Fur Rendering"; Thomas Mühlbacher and Clemens Arbesser, "Lightcuts in CUDA"