Rafael BLANCO

COMPUTER SCIENTIST

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Education

Polytechnic University of Catalonia *Barcelona, Spain*
2 YEARS OF THE CLIPE PHD PROGRAM *Sept. 2020 - Feb. 2023*

Télécom SudParis (Double Degree) *Évry, France*
M1 AND M2 COMPUTER SCIENCE FOR COMMUNICATION NETWORKS *Sept. 2018 - Aug. 2020*
GPA 4.4/5.0

Simón Bolívar University *Caracas, Venezuela*
COMPUTER SCIENCE *Sept. 2013 - Aug. 2020*
GPA 4.3/5.0

Research Projects

Simulating real-life scenarios to better understand the spread of diseases under different contexts *CLIPE Project*
PAPER SUBMITTED AT SCIENTIFIC REPORTS - NATURE. *Apr. 2022 - May 2024*

Authoring Virtual Crowds: A Survey *CLIPE Project*
PAPER SUBMITTED AT THE EUROGRAPHICS 2022. *Oct. 2021 - Apr. 2022*

Exploring Carnivorous Plant Habitats based on Images from Social Media *AVIZ, INRIA*
POSTER SUBMITTED AT THE IEEE CONFERENCE ON VISUALIZATION (IEEE VIS, OCTOBER 20–25, VANCOUVER, CANADA), 2019. *Dec. 2018 - Jul. 2019*

Courses

Deep Learning and TensorFlow in Practice Specialization *deeplearning.ai, Coursera*
[TENSORFLOW, KERAS] *Apr. 2020*
• Neural Networks, Deep Learning, Convolutional Neural Networks, Sequence Models.

IBM Data Science Specialization *IBM, Coursera*
[PYTHON, PANDAS, SCIKIT-LEARN] *May 2020*
• Data Science Methodology, Databases, Data Analysis, Data Visualization and Machine Learning.

Interactive Information Visualization *Université Paris-Sud*
[P5] *Nov. 2018 - Feb. 2019*
• Create, navigate and analyze visual data representations.

Experience

Ubisoft Bordeaux *Bordeaux, France*
RESEARCH INTERN *Oct. 2022 - Dec. 2022*

Ember Project, AVIZ, INRIA *Gif-sur-Yvette, Île-de-France, France*
RESEARCH INTERN *Mar. 2020 - Aug. 2020*
• Study how digital traces can be surfaced in the world to support users in everyday activities.
• Structured review of the literature, design space of situated visualizations of digital traces, prototype and evaluation of a system.
• Design and implement an embedded data representation to display nutritional facts on dishes using Augmented Reality technologies.
• Provide and evaluate a new method to embed and log data from intakes calories and nutrients on dishes with Computer Vision techniques and Pointing interaction.

Skills

Coding	Python, C#, C++, C, SQL
Softwares / Libraries	Pandas, TensorFlow, Keras, Jupyter Notebook, Unity3D, Neo4j, R
Web development	React, Django, HTML 5, JavaScript, CCS 3, Bootstrap
Languages	Spanish (native), English (Full professional proficiency)