Diego Revilla

Bilbao, Spain

EDUCATION

University Of Deusto

 $09\ 2022 - 07\ 2027$

Bachelor of Engineering in Computer Engineering

 $Bilbao,\ Spain$

University Of Deusto

 $09\ 2022 - 07\ 2027$

Bachelor of Science in Data Science & Artificial Intelligence

Bilbao, Spain

DigiPen Institute of Technology

 $09\ 2019 - 06\ 2022$

BS. in Computer Science in Real-Time Simulation

Bilbao, Spain

COURSEWORK / SKILLS

• Machine Learning

• Low-Level Programming • Parallel Computing

• Computer Graphics

PROJECTS

3D Graphics Engine | C/C++ and OpenGL

 $12 \ 2021$

• Created a 3D Engine for Real-time Simulations and Games from scratch using C++ and OpenGL.

Procedural Hardware Accelerated Terrain Generation | C++ and OpenGL

 $07 \ 2021$

• Created a procedural terrain generation using low-level GPU computing power

TECHNICAL SKILLS

Languages: Python, Java, C, C++, x86 Assembly, HTML5, GLSL, Python

Developer Tools: Visual Studio, VS Code, XCode, Nsight

Technologies/Frameworks: OpenGL, Git, Unreal Engine, Matlab, FMOD, TensorFlow

CERTIFICATIONS

• Machine Learning - Coursera

LANGUAJES

• English - C2 Cambridge Proficiency • Japanese - N5 JLPT Proficiency

• French - B1 CEFR Proficiency •

• Spanish - Native Proficiency