

DIEGO REVILLA

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EDUCATION

University Of Deusto

Bachelor of Engineering in Computer Engineering

09 2022 – 07 2027

Bilbao, Spain

University Of Deusto

Bachelor of Science in Data Science & Artificial Intelligence

09 2022 – 07 2027

Bilbao, Spain

DigiPen Institute of Technology

BS. in Computer Science in Real-Time Simulation

09 2019 – 06 2022

Bilbao, Spain

COURSEWORK / SKILLS

- Low-Level Programming
- Parallel Computing
- Computer Graphics
- Data Structures and Algorithms

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.

Geo-Positional Data Sintesis in an urban scale | PHP and JavaScript

07 2021

- Created a web application that plots Geo-Positional data from cloud databases. (<http://bilbability.es/>)

TECHNICAL SKILLS

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

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

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

CERTIFICATIONS

- Machine Learning - Coursera

LANGUAGES

- English - C1 Cambridge Proficiency
- Spanish - Native Proficiency