

# Tomás Berriel Martins

tberriel.github.io

PhD Candidate in Computer Vision  
Robotics, Computer Vision & Artificial Intelligence, University  
of Zaragoza

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## Interests and Objectives

My main area of interest lies on Deep Learning, Computer Vision, and 3D Geometry. I am particularly interested on the potential of implicit scene representations to complement traditional explicit representations and SLAM algorithms.

## Publications

- *[w1-c1]* **Ray-Patch: An Efficient Querying for Light Field Transformers.** Tomás Berriel Martins, Javier Civera. Proceedings of the IEEE/CVF International Conference on Computer Vision Workshops & International Conference on 3D Vision (ICCV 2023 & 3DV 2024)
- *[c2]* **Feature Splatting for Better Novel View Synthesis with Low Overlap.** Tomás Berriel Martins, Javier Civera. Proceedings of the British Machine Vision Conference (BMVC 2024)

## Work/Research Experience

2022–Today **Robotics, Computer Vision and Artificial Intelligence group (RoPeRT).**  
Predoctoral Researcher, funded by Gobierno de Aragón.  
Research topics: Computer vision; 3D Geometry; Neural Representations would prefer to have time.  
Advisor: Javier Civera  
Zaragoza, Spain

2024  
(4 months) **The Computer Vision Group, University of Amsterdam.**  
Visiting Researcher  
Worked on building online open-vocabulary semantic 3D representations.  
Supervisor: Assistant Professor Martin R. Oswald  
Amsterdam, Netherlands

2020–2021  
(1 year) **Robotics, Perception & Real Time Group, University of Zaragoza.**  
Research Engineer  
Worked on Bayesian Neural Networks for uncertainty prediction in 360° images' layout estimation.  
Advisor: Professor Javier Civera  
Zaragoza, Spain

2019–2020 **ITAinnova.**  
(1 year) Robotics Research & Development Engineer Intern  
Worked on a multidisciplinary team that developed autonomous platforms for both indoor and outdoor environments.  
Supervisor: Javier Huarte  
Zaragoza, Spain

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## Educational Background

2021–Today **Doctoral Program in Systems Engineering and Computer Science.**  
**University of Zaragoza**  
Research topics: Computer vision; 3D Geometry. Representation learning.  
Advisor: Javier Civera

2020–2022 **Master in Robotics, Graphics, and Computer Vision.**  
**University of Zaragoza**  
Master's thesis: *Learning disentangled representations of scenes from images.*  
Advisor: Javier Civera

2020 **Artificial Intelligence Fundamentals.**  
**ColumbiaX, edX**

2015–2019 **Bachelor's Degree in Electronic and Automatic Engineering.**  
**University of Zaragoza**  
Bachelor's thesis: *Automated human actions recognition in 3D video sequences.*  
Advisor: Professor Carlos Orrite

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## Administrative roles

2023–Today **Substitute of the Student's representative in the Doctoral School Steering Committee.**  
**University of Zaragoza**

2022–Today **Student's representative in the Quality Committee of the Doctoral Program in the Systems Engineering and Computer Science.**  
**School of Engineering and Architecture**

2020–2022 **Student's representative in the Masters' Quality Assurance Committee.**  
**School of Engineering and Architecture**

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## Languages

English Fluent  
Italian Fluent  
Spanish Native