



# F. Javier Fabre

COMPUTER SCIENCE ENGINEER · COMPUTATION

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## Education

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### King Juan Carlos University

COMPUTER GRAPHICS PHD

- Volumetric multi-level material research.
- Use of Artificial Intelligence methods to improve classic offline rendering algorithms.

*Mostoles, Spain*

*Sept. 2020 - Present*

### King Juan Carlos University

COMPUTER GRAPHICS VIRTUAL REALITY - GAMES MASTER

- Master Thesis dedicated to Volumetric Cloth Offline Render using GPUs.
- Honorable mention awarded to his Master Thesis.

*Mostoles, Spain*

*Sept. 2016 - Jul. 2018*

### EINA (University of Zaragoza)

DEGREE IN COMPUTER ENGINEERING

- Final Degree project researching new integration techniques to simulate global illumination.

*Zaragoza, Spain*

*Sept. 2011 - Jul. 2016*

## Experience

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### King Juan Carlos University

GUEST PROFESSOR

- Teaching Advanced Rendering I and II of the Computer Graphics, Virtual Reality and Games Master.

*Mostoles, Spain*

*March 2022 - Present*

### SEDDI Labs

SENIOR RESEARCH ENGINEER

- Development of an offline rendering engine to produce photo-realistic images from simulated scenes of different fabrics.
- Research on rendering techniques to improve quality and realism of images obtained by CPU and GPU processes.

*Madrid, Spain*

*Sept. 2017 - Present*

### King Juan Carlos University

RESEARCH ASSISTANT

- Research on new techniques to accelerate the rendering of volumetric scenes using GPUs.

*Mostoles, Spain*

*Jul. 2017 - Sept. 2017*

## Skills

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### Programming

- Expertise in C++, C#, C, OpenGL, GLSL & Java.
- Knowledge in Matlab, Python, Pythorch & CUDA.
- Basic knowledge in Rust, Haskell, SQL & MySQL.

### Web

- HTML5, JavaScript, Jekyll y Hugo.

### Languages

- Spanish (Native).
- English.
- Japanese (A1).