Jorge Condor

PhD Student at USI

October 10, 1998

Spanish

jorge.condor@usi.ch

+34 644 25 88 40

https://www.linkedin.com/in/jorge-condor-9898621b7/

Languages

- Spanish ●●●●●
- English ●●●●●
- French ●●○○○
- Italian ●○○○○
- Japanese ●○○○○

Hard Skills

- C++, Python ●●●●●
- TF, Pytorch, JAX ●●●●○
- MATLAB,OpenCV ●●●●○
- LaTeX ●●●○○
- Java, OpenCL ●●○○○

Soft Skills

- Great team working skills
- Great communication skills
- Hard worker and a team leader

Education

PhD

March 2022 – Present

PhD Student, USI — Università della Svizzera Italiana, Switzerland

I am a first-year PhD Student at USI (Università della Svizzera Italiana, Lugano, Switzerland), where I work on the intersection of computer graphics, machine learning and computational fabrication, under the supervision of Prof. Piotr Didyk

Master

September 2020 – February 2022

Master of Engineering in Robotics, Graphics and Computer Vision (English) — Universidad de Zaragoza

Highly competitive Master with a strong research focus. Took courses on Deep Learning, Computer Graphics, VR, Computer Vision, SLAM and Robotics. Obtained Honors in Modelling and Simulation of Appearance (Computer Graphics course), where I developed a path tracer based on Nori and implemented several features such as a volumetric path tracer for both homogeneous and heterogeneous media and fur rendering. Got Honorable Mention (second prize) in the Rendering Contest judged by Marcos Fajardo, Matt Chiang and Wojciech Jarosz.

Master Thesis

Obtained Honors in my Master Thesis, working under the supervision of Prof. Adrián Jarabo on the topic of Neural Rendering of Complex Luminaires, successfully leveraging neural networks to significantly accelerate traditional rendering pipelines. Our results were published and presented at EGSR 2022.

Bachelor

September 2016 – July 2020

Bachelor in Electronics and Automatic Control Engineering (Spanish) — Universidad de Zaragoza

Special interest in digital and analog electronics, robotics and machine learning. Class delegate for several years. Obtained Honors in Digital Electronics, Thermodynamics, Chemistry and Fundamentals of Electronics

Bachelor Thesis

A Deep Learning approach for Simultaneous Localization and Classification of Microparticles from Digital Holograms. This technology can be used towards the development of new treatments for blood and respiratory diseases as well as cancer. It was successful and an article is currently under review in collaboration with the Optical Laser Technology Group, I3A (Universidad de Zaragoza)

2019 – 2020

Erasmus Programme in Aalto University, Finland

Took Master-level courses in the fields of AI, electronics design and robotics, working in a highly cooperative and diverse environment

Working Experience

September 2021 – February 2022

Research Intern, Graphics and Imaging Lab — Universidad de Zaragoza, Spain

Developed my Master Thesis with the group with a competitive scholarship granted by the I3A (Instituto de Investigación en Ingeniería de Aragón) rewarding excellent academic records. I developed my Master Thesis during this internship, the results of which we published and presented in EGSR 2022.

February – June 2021

Research Intern, Graphics and Imaging Lab — Universidad de Zaragoza, Spain

Developed a normal estimation module using single RGB images in the context of an image-based perceptual material appearance editing project, collaborating with Manuel Lagunas, Johanna Delanoy, Belén Masiá and Diego Gutiérrez. Our work was published at CGF as it was integrated as part of the pipeline.

July 2017 – September 2019

Mathematics, Physics and Chemistry Tutor — Zaragoza, Spain

Mathematics, Physics and Chemistry tutor for baccalaureate (university entry exams preparation) students

Jorge Condor

PhD Student at USI

Publications

July 2022 — ***A Learned Radiance-Field Representation for Complex Luminaires***
Eurographics Symposium of Rendering (EGSR 2022). Jorge Condor, Adrián Jarabo

January 2022 — ***A Generative Framework for Image-based Editing of Material Appearance using Perceptual Attributes***
Computer Graphics Forum, presented at EuroGraphics 2022. Johanna Delanoy, Manuel Lagunas, Jorge Condor, Diego Gutiérrez, Belén Masiá

October 2021 — ***Normal Map Estimation in the Wild***
Presented as a poster at **X Jornada Jóvenes Investigadores del I3A**. Jorge Condor, Manuel Lagunas, Johanna Delanoy, Belén Masiá, Diego Gutiérrez

Certificates

Language Certificates

2015 — **Cambridge English Level 2 Certificate in ESOL International (Advanced C1)**
Overall score 199 (highest grading 202 in Speaking)

Other

2017 — **Driving Licence** — Zaragoza, Spain
B Licence

2014 — **Aragonese Government Scholarship for a Linguistic Immersion in the English Language** — Ontario, Canada
1-month stay in Ontario, Canada, studying in the F.E. Madill School. Granted for excellent results in high school studies

Personal Interests

Nature & Photography — I love trekking and Nature in general, taking my NikonD5600 with me, attempting to take interesting pictures of little known places, natural wonders and the elusive fauna

Electronics — I've done many projects throughout the years, including a 3D-printed, Raspberry-Pi based astrophotography camera, an Ambilight system for my monitor using arduino and building my own 3D-printer. Currently working on an auto-watering and plant health monitoring system

Computer Hardware & Gaming — I've always been interested in computer hardware and PC building. When gaming, my games of choice are beautifully scored indies with a strong artistic direction, such as Gris, Transistor, Ori and the Blind Forest, Limbo, Pyre, Hades...