Javier Fabre

✉ fjavifabre@gmail.com   📞 685 27 27 09   🔗 javierfabre.com   in fjavifabre   🎓 Google Scholar

Education

King Juan Carlos University   *Madrid, Spain*
PhD in Computer Science   *Sep 2020 to present*
- Volumetric multi-level material research
- Use of AI methods to improve classic offline rendering algorithms

King Juan Carlos University   *Madrid, Spain*
Master in Computer Graphics Virtual–Reality and Games   *Sep 2016 to Jul 2018*
- Master Thesis dedicated to Volumetric Cloth Offiline Render using GPUs
- Honorable mention awarded to his Mater Thesis

EINA (University of Zaragoza)   *Zaragoza, Spain*
Degree in Computer Engineering   *Sep 2011 to Jul 2016*
- Final Degree project researching new integration techniques to simulate global illumination

Experience

Rendering Software Engineer   *Madrid, Spain*
CLO Virtual Fashion   *Feb 2025 to present*

Guest Professor   *Mostoles, Spain*
King Juan Carlos University   *Mar 2022 to present*
- Teaching Advanced Rendering I and II of the Computer Graphics, Virtual Reality and Games Master.

Senior Research Engineer   *Madrid, Spain*
SEDDI Labs   *Sep 2017 to Feb 2025*
- 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

Research Assistant   *Mostoles, Spain*
King Juan Carlos University   *Jul 2017 to Sep 2017*
- Research on new techniques to accelerate the rendering of volumetric scenes using GPUs

Publications

Nenv: Neural Enviuronment Maps for Global Illumination   Jul 2023
Carlos Rodriguez-Pardo*, *Javier Fabre**, Jorge Lopez-Moreno, Elena Garces
10.1111/cgf.14883 ↗

Programming Skills

Expertise: C++, C#, C, OpenGL, GLSL, Java

Knowledge: CUDA, Python, Rust, Vulkan

Baisc nowledge: Rust, Haskell, SQL, MySQL

Language

- Spanish(native)
- English
- Japanese (A1)