


# JOAN TORRES LÓPEZ


COMPUTER GRAPHICS ENGINEER

## PROFILE


Hi! I'm Joan Torres. Multimedia Engineer focused on Computer Graphics and Simulation. I love solving problems. When I'm working with a team I try to keep the balance between the level of communication and working independently. I'm looking for new opportunities that allow me to develop myself professionally, focusing completely on the objectives of the company.

 [contact@joantolo.com](mailto:contact@joantolo.com)

 [joantolo.com](http://joantolo.com)

 [/joantolo\\_](https://www.youtube.com/joantolo_)

 [/joantolo](https://www.linkedin.com/joantolo)

 [/joantolo](https://github.com/joantolo)

## EDUCATION

UNIVERSIDAD REY JUAN CARLOS

Master's Degree in Computer Graphics, Games and Virtual Reality

2019 - 2021

UNIVERSIDAD DE VALENCIA

Multimedia Engineering

2014 - 2019

## EXPERIENCE

**GRAPHICS SOFTWARE ENGINEER, November 2021 - Present**

SUSE

- Collaborating in open source projects like FreeRDP and GNOME.
- Maintainer of graphics stack packages.
- Working with the Wayland ecosystem.

**JUNIOR RESEARCHER, November 2020 - February 2021**

Multimodal Simulation Lab (MSLab)





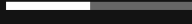
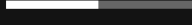


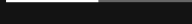



- Generation of an interactive scene simulating clay.
- Implementation using Unity with C# and HLSL.
- Virtual Reality using LeapMotion and STRATOS Explore.

## SKILLS

### Soft

Assertiveness  
Communication  
Collaboration  
Positive  
Commitment  
Effort  
Creativity  
Independence

### Hard

C/C++	
Python	
Javascript	
Java	
Rust	
Bash	
C#	
OpenGL	
Vulkan	
Git	
Unity	
Maya/Blender	

## GOALS

- Enabling Wayland remote sessions with the RDP protocol on GNOME: [Talk at the OpenSUSE Conference](#).
- Co-author of the article *Natural Tactile Interaction with Virtual Clay*: [Publication link](#).
- Development of the video game *Space Beer* for [KandouGames:kandougames.itch.io/space-beer](https://kandougames.itch.io/space-beer).