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.

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EDUCATION

UNIVERSIDAD REY JUAN CARLOS

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

2019 - 2021

UNIVERSIDAD DE VALENCIA

Multimedia Engineering

2014 - 2019

JOAN
TORRES LÓPEZ
COMPUTER GRAPHICS ENGINEER

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 and Mesa.

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	Hard	
Assertiveness	C/C++	
Communication	Python	
Teamwork	Javascript	
Positive attitude	Java	
Commitment	C#	
Effort	OpenGL	
Creativity	Vulkan	
	CUDA	
	Git	
	Machine Learning	
	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.