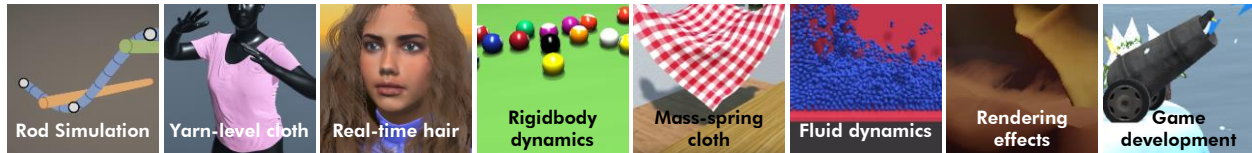


Rosa María SÁNCHEZ BANDERAS



Researcher, Multimedia Engineer and Master in Computer Graphics. I was born in Valencia (Spain), but I am currently living in Madrid, where I work as a researcher in the Multimodal Simulation Lab at the Rey Juan Carlos University. My longstanding dream is to take part in the motion picture industry, researching and developing new VFX techniques for visually interesting phenomena.

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 ✉ rosanban@gmail.com
 🌐 <http://www.thepenguincode.com/rosa/>



EDUCATION

PhD

Computer Science

Rey Juan Carlos University, 2016 – Present

Thesis focused on the area of computer graphics which aims to contribute to the development of innovative solutions for a wide variety of existing problems in the context of yarn level cloth simulation. Supported by the FPI fellowship grant (FPI-2016 BES-2016-078365).

Master's Degree

CG, Videogames and Virtual Reality

Rey Juan Carlos University, 2015 – 2016

The Master's Degree in Computer Graphics, Videogames and Virtual Reality provides a thorough understanding of computer graphics, rendering techniques, graphics processor architectures and physically-based simulations. It also addresses videogame creation and virtual reality.

Bachelor's Degree

Multimedia Engineering

University of Valencia, 2010 – 2015

The Bachelor Degree in Multimedia Engineering provides a multidisciplinary training in both computer engineering and audiovisual media, enabling the students to fulfill the needs of the information and communication technology (ICT) industries.

WORK EXPERIENCE

Researcher

Multimodal Simulation Lab

Rey Juan Carlos University, 2015 – Present

Research and development of novel techniques for cloth simulation at the yarn level. This work was partly supported by the ERC Starting Grant (ref. ERC-2011-SiG-280135, 2015-2016) and the FPI Fellowship Grant (ref. BES-2016-078365, 2016 onwards).

Web Developer

Gamma Spectroscopy Group

Corpuscular Physics Institute (IFIC), 2013

Design and development of the Gamma Spectroscopy Group's website and its new corporate logo.

Web Developer

Employment Service

Valencia's City Hall, 2013

Development of the future Employment Service's website and its new corporate logo.

Robust Eulerian-on-Lagrangian Rods

R.M. Sanchez-Banderas, A. Rodríguez, H. Barreiro, M.A. Otaduy
ACM Trans. on Graphics (Proc. of ACM SIGGRAPH), 2020



Strain Rate Dissipation for Elastic Deformations

R.M. Sanchez-Banderas, M.A. Otaduy
Symposium on Computer Animation, Computer Graphics Forum (2018)



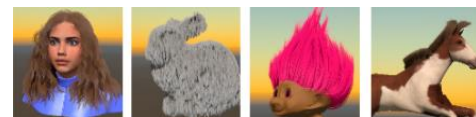
Dissipation Potentials for Yarn-Level Cloth

R.M. Sanchez-Banderas, M.A. Otaduy
Congreso Español de Informática Gráfica (2017)



Real-time Inextensible Hair with Volume and Shape

R.M. Sanchez-Banderas, H.Barreiro, I.Garcia-Fernandez, M.Perez
Congreso Español de Informática Gráfica (2015)



PUBLICATIONS

Spanish	★★★★★	Native
Valencian	★★★★★	Native/C1 CEF
English	★★★☆☆	B2 CEF

LANGUAGES



C++ and C# coding



Real-time rendering



Physically-based animation



Game development



Web development



Augmented Reality



Team working



Self-learning

SKILLS & ABILITIES

COURSES

- English language course equivalent to B2 CEF.
- English applied to engineering course (University of Valencia).
- Valencian language official certification, equivalent to C1 CEF.
- Collaboration with the *Conèixer* program (University of Valencia)
- Seminars of CG works as part of the PhD (University Rey Juan Carlos)

- Development** Visual Studio, VS Code, Qt Creator, Spyder, Matlab
- Game Engines** Unity
- Image & Video** Adobe Photoshop, Adobe Premiere
- Office** Microsoft Office suite, LaTeX

TOOLS

For further information, please contact me or visit my online portfolio.

Thank you for your time.