

RESUME

Name: Pedro Fernando Gomez Fernandez
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Nationality: Spanish

WORK EXPERIENCE

- 2011-Present Solid Angle (Madrid, Spain): Senior Software Engineer**
Design, implementation, technical support and documentation of the Arnold renderer integration for Maya (MtoA). Working directly with customers to solve their specific needs.
- 2010 CueVaValiente (Madrid, Spain): Software Engineer**
Design and implementation of a web application with the Dojo Toolkit, focusing on the User Interface and Experience
- 2005-2009 Electronic Arts Madrid (Madrid, Spain): Lead Integration Engineer**
Planned and coordinated software projects to be delivered on tight deadlines, within budget and to the expected quality using SCRUM methodology.
Used and developed the EA European Integration tools and kept the code base maintained.
Bridged the gap between the coordination and the technical areas.
- 2002-2003 SONY (Stuttgart, Germany): Software Engineer**
C++ development work in a speech recognition project at the Man Machine Interface department. Automate tasks using Perl.

EDUCATION

- 2003-2004 EPCC, University of Edinburgh (UK):
MSc in High Performance Computing**
Distributed computing (Shared memory, message passing, POSIX threads), parallel decomposition, Grid services, numerical algorithms and performance programming.
Master Thesis: Research about distributing computation for the simulation of solid particles in a liquid.
http://www.pedrofe.com/wp-content/uploads/2014/07/EPCC_ThesisPaper.pdf
- 2002-2003 University of Stuttgart (Germany):
5th year Telecom Engineer degree**
Master Thesis: Research about distributed computing in real time using an Artificial Intelligence methodology (Agent Oriented Programming.)
http://www.pedrofe.com/wp-content/uploads/2014/07/IAS_ThesisPaper.pdf
- 1998-2002 Tech. Univ. of Madrid (Spain): Telecom Engineering School.
Telecommunications Engineering**
Involving computer networks and communications as well as electronic and physics. This is the university Centre with the highest GPA access in Spain.
- 2007-2009 AnimationMentor.com (Online):
Advanced Studies in Character Animation**

COMPUTER SKILLS

Languages and programming: **C**, **C++**, **Python**, **Java**, OpenGL, SCons, Qt.

Distributed Computing Algorithms: **Agent programming**, **shared memory**, **message passing**.

High Performance Computing: **CUDA**, **OpenMP**, **MPI**, Java Threads, POSIX Threads.

Graphics Applications: **Arnold**, **Maya**, Nuke, Substance, Houdini, Renderman, Mental Ray.

Operating Systems: **Windows**, **OSX**, Linux/GNU, Solaris.

LANGUAGES

Spanish: Mother Tongue

English: Fluent

HOBBIES

Origami, inline skating, scale modeling, cinema, writing, photography, clay modeling, reading, comics.