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Education

- Ongoing **PhD in Computer Graphics**, *Universitat de Girona*, Spain.
- 2007 **Master in Computing**, *Universitat de Girona*, Spain.
- 2003–2006 **Computer Engineering**, *Universitat de Girona*, Spain.
- 1999–2003 **Technical Computer Engineering for Management**, *Universitat de Girona*, Spain.

Publications

- 2009 Francisco González and Gustavo Patow, "*Continuity Mapping for Multi-chart Textures*", ACM Transactions on Graphics (Proc. SIGGRAPH Asia 2009).
- 2009 Miquel Feixas, Mateu Sbert and Francisco González, "*A Unified Information-Theoretic Framework for Viewpoint Selection and Mesh Saliency*", ACM Transactions on Applied Perception (TAP), Volume 6, Issue 1 (February 2009), Article No. 1, ISSN:1544-3558.
- 2008 Francisco González, Mateu Sbert and Miquel Feixas, "*Viewpoint-based Ambient Occlusion*", IEEE Computer Graphics and Applications, Volume 28, Issue 2 (march 2008), pp 44-51. ISSN:0272-1716.
- 2007 Francisco González, Miquel Feixas and Mateu Sbert, "*View-based Shape Similarity using Mutual Information Spheres*", Eurographics'07 Short Paper, Prague, Czech Republic, September 3-7.
- 2007 Francisco González, Mateu Sbert and Miquel Feixas, "*An Information-Theoretic Ambient Occlusion*", International Symposium on Computational Aesthetics in Graphics, Visualization, and Imaging. Banff (Canada).
- 2005 M.Sbert, D.Plemenos, M.Feixas and F.González, "*Viewpoint quality: measures and applications*", Eurographics Workshop on Computational Aesthetics in Graphics, Visualization and Imaging, Girona (Spain).

Research Activities

- 2012 **Program Committee**, *IADIS Computer Graphics, Visualization, Computer Vision and Image Processing (IADIS CGVCVIP)*.
- 2011 **Program Committee**, *IADIS Computer Graphics, Visualization, Computer Vision and Image Processing (IADIS CGVCVIP)*.
- 2010 **Reviewer**, *Congreso Español de Informática Gráfica (CEIG) 2010*.
- 2009 **Organizer**, *Eurographics Symposium on Rendering (EGSR)*, Girona, Spain.
- 2005 **Organizer**, *Computational Aesthetics (CAe)*, Girona, Spain.

Talks

- 2009 **Continuity Mapping for Multi-chart Textures**, *Technical Paper Talk at SIGGRAPH Asia 2009, Yokohama, Japan*.

- 2007 **View-based Shape Similarity using Mutual Information Spheres**, *Short Paper Talk at Eurographics 2007, Prague, Czech Republic.*

University Teaching

- 2011–2012 **Multimedia and communication technologies**, *Teaching Assistant under Dr. Gustavo Patow, Universitat de Girona, Spain.*
- 2010–2011 **Computer graphics**, *Teaching Assistant under Dr. Ignacio Martín, Universitat de Girona, Spain.*
- 2010–2011 **Computer basics**, *Teaching Assistant under Prof. Xavier Pueyo, Universitat de Girona, Spain.*

MS Graduates Supervised

- 2006 **Jordi Molist Pladevall**, "Realistic Real-time Rain Rendering", Technical Computer Engineering for Management, Universitat de Girona.
- 2006 **Jesus Amador Pérez Martín**, "LeoMCAD II", *Best Final Undergraduate Project, 2007*, Technical Computer Engineering for Management, Universitat de Girona.

Scholarships

- 2008–2012 **PhD Scholarship - FPU**, Funding entity: Ministerio de Educación y Cultura (MEC), Spanish Government, Spain.
- 2007 **Research Scholarship**, Funding entity: Institute of Informatics and Applications (IliA), Universitat de Girona, Spain.

Academic Achievements

- 2004 **Best Final Undergraduate Project**, "Mechanical CAD for LEGO Pieces", *Technical Computer Engineering for Management*, Universitat de Girona.

Experience

- 2011 **Researcher**, "Advances in virtual reality for cutting edge applications", *TIN2010-20590-C02-02*, Funding entity: Ministerio de Educación y Cultura (MEC), Spanish Government, Main scientist: Toni Sellarés.
- 2009–2010 **Researcher**, "CAD-based modeling and simulation of light transport", *TIN2007-67120*, Funding entity: Ministerio de Educación y Cultura (MEC), Spanish Government, Main scientist: Xavier Pueyo.
- 2008 **Researcher**, *Department of Computer Science and Applied Mathematics (IMA)*, Universitat de Girona.
- 2005–2007 **Researcher**, "GameTools (Advanced Tools for Developing Highly Realistic Computer Games)", *IST-2-004363*, <http://www.gametools.org>, Funding entity: European Community - Commission of the European Communities, Main scientist: Prof. Mateu Sbert.

Languages

- Spanish **Native**
- Catalan **Native**
- English **Intermediate**

Computer skills

OS	Linux/Unix, Windows, DOS
Programming	C/C++, Java, Cg, GLSL, HLSL, SQL, HTML, PHP, ASP
3D Modeling	3DStudio Max, Blender, Meshlab
3D Engines	Ogre3D
Typography	L ^A T _E X, Microsoft Office, Open Office
Scientific	Matlab, Maple

Scientific Interests

- Real-time Computer Graphics
- Texturing
- Mesh deformation