

DANIEL MARTIN

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DaniMS-ZGZ

PUBLICATIONS

ScanGAN360: A Generative Model of Realistic Scanpaths for 360° Images

Daniel Martin, Ana Serrano, Alex Bergman, Gordon Wetzstein, and Belen Masia

arXiv - Preprint arXiv:2103.13922

Multimodality in VR: A survey

Daniel Martin*, Sandra Malpica*, Diego Gutierrez, Belen Masia, Ana Serrano

arXiv - Preprint arXiv:2101.07906

Imperceptible manipulation of lateral camera motion for improved virtual reality applications

Ana Serrano*, Daniel Martin*, Diego Gutierrez, Karol Myszkowski, Belen Masia

Transactions on Graphics (Proc. SIGGRAPH Asia 2020)

Panoramic convolutions for 360° single-image saliency prediction

Daniel Martin, Ana Serrano, Belen Masia

CVPR 2020's Fourth Workshop on Computer Vision for AR/VR

SUPERVISION

Modeling user behavior in virtual environments

Master Degree in Robotics, Graphics and Computer Vision

Ongoing project

Neural scene representations for 3D saliency

Master Degree in Robotics, Graphics and Computer Vision

Ongoing project

Deep learning models for eye tracking data

Bachelor Degree on Computer Science

Grade: 8.5/10

Study of Advanced Driver Assistance Systems and a proposal for the application of eye-tracking techniques

Bachelor Degree on Mechanical Engineering

Grade: 9.0/10

Single-image depth estimation of 360° panoramas with deep learning

Bachelor Degree on Computer Science

Grade: 9.0/10

TEACHING

Virtual Reality

Master Degree in Robotics, Graphics and Computer Vision - Universidad de Zaragoza

2019-2021

Computer Graphics

Bachelor Degree in Computer Science - Universidad de Zaragoza

2020-2021

Programming Fundamentals

Bachelor Degree in Industrial Technologies - Universidad de Zaragoza

2020-2021

REVIEWING EXPERIENCE

- IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR) - 2022
 - EUROGRAPHICS (EG) - 2022
 - ACM Symposium on Virtual Reality Software and Technology (VRST) - 2021
 - Graphics and Visual Computing (GVC) - 2021
 - Multimedia Systems (MMSJ) - 2021
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EDUCATION

PhD Computer Science

Universidad de Zaragoza, Spain

Oct 2019 - Oct 2023 (expected)

- Sup. by prof. Belen Masia and prof. Diego Gutierrez
 - Funded by 4-year PhD Competitive Grant (Aragon)
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MSc Computer Science

Universidad de Zaragoza, Spain

2018-2020

- Thesis: Study and improvement of motion parallax reproduction for 360° content visualization in VR (9.8/10, With Honors)
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BEng Computer Science

Universidad de Zaragoza, Spain

2014-2018

- Generation of a price prediction model in Amazon AWS by means of the application of ML tools (9.5/10, With Honors)
 - Award "Future Engineer" to best bachelor career
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* Equal contribution.

JOB EXPERIENCE

Junior Researcher & PhD Student

Graphics and Imaging Lab, Universidad de Zaragoza
September 2019 - Today

- PhD Programme in Computer Science.
- Main topics: Virtual Reality, Deep Learning.
- Funded by 4-year PhD Competitive Grant (Aragon)

Curricular Internship & Master Thesis

Graphics and Imaging Lab, Universidad de Zaragoza
July 2019 - September 2019

Novel Researcher

Telematic Engineering Group, Universidad de Zaragoza
February 2019 - April 2019

Extracurricular internship

App. Development Group, SICUZ, Universidad de Zaragoza
April 2017 - April 2018

Programmer analyst

Advance Soluciones, S.L.
July 2016 - August 2016

ADDITIONAL EDUCATION

English

Advanced Certificate in English (C1)
Cambridge School