Tomás Berriel Martins

tberriel.github.io

PhD Candidate in Computer Vision
Robotics, Perception & Real Time Group, University of Zaragoza ✉ *tberriel@unizar.es*

Interests and Objectives

My main are of interest lies on Deep Learning, Computer Vision, and 3D Geometry. I am particularly interested on the potential of implicit scene representations to complement traditional explicit representations and SLAM algorithms.

Work/Research Experience

2020–2021 (1 year) **Robotics, Perception & Real Time Group, University of Zaragoza**.
Research Engineer
Work on Bayesian Neural Networks for uncertainty prediction in 360º images' layout estimation, advised by Professor Javier Civera
Zaragoza, Spain

2019–2020 (1 year) **ITAinnova**.
Robotics Research & Development Engineer Intern
Work on a multidisciplinary team that developed autonomous platforms for both indoor and outdoor environments.
Supervisor: Javier Huarte
Zaragoza, Spain

Educational Background

2021–Today **Doctoral Program in Systems Engineering and Computer Science**.
University of Zaragoza
Research topics: Computer vision; 3D Geometry; Represenation learning.
Advisor: Javier Civera

2020–2022 **Master in Robotics, Graphics, and Computer Vision**.
University of Zaragoza
Master's thesis: *Learning disentangled representations of scenes from images.*
Advisor: Javier Civera

2020 **Artificial Intelligence Fundamentals**.
ColumbiaX, edX

2015–2019 **Bachelor's Degree in Electronic and Automatic Engineering**.
University of Zaragoza
Bachelor's thesis: *Automated human actions recognition in 3D video sequences.*
Advisor: Professor Carlos Orrite

Publications

- ***[w1-c1]*** **Ray-Patch: An Efficient Querying for Light Field Transformers.** Tomás Berriel Martins, Javier Civera. Proceedings of the IEEE/CVF International Conference on Computer Vision Workshops & International Conference on 3D Vision (ICCV 2023 & 3DV 2024)

Languages

English	Fluent
Italian	Fluent
Spanish	Native