

# CLARA PEÑALVA CARBONELL

Computer Graphics Engineer

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## PROFESSIONAL EXPERIENCE

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- Research Assistant** 11/2018 – 7/2019  
King Juan Carlos University, Madrid  
Research of clothing simulation methods.  
Python, C++, Matlab.
- Research Assistant** 11/2017 – 7/2018  
LSyM Research Group, University of Valencia, Valencia  
Research and development of advanced technologies for simulation of port machinery.  
C++, OpenGL/GLSL, own graphic engine.
- Student research assistant** 9/2017 – 12/2018  
School of Engineering, University of Valencia, Valencia  
Study of the viscosity in simulated fluids using the SPH model. Animation of non-Newtonian fluids. Task related to the Degree Final Project.  
C++, Java, Python, Blender.
- Internship student** 6/2016 – 12/2016  
LISITT Research Group, University of Valencia, Valencia  
Researching the relationship between Wi-Fi signal rssi and its possible application in positioning a device in a closed environment.  
Java, Python, HTML5, CSS3, JavaScript.
- Web programmer** 9/2014 – 3/2015  
Swimming Club La Costera, Canals  
Creation of the website (*now in disuse*).  
Joomla, HTML y CSS.

## STUDIES

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- Master's Degree in Computer Graphics, Games and Virtual Reality** 9/2018 – currently  
Average grade: 8,95/10 (It remains to finish the final Master's Project)  
King Juan Carlos University, Madrid
- Bachelor of Science: Degree in Multimedia Engineering** 9/2013 – 9/2017  
Average grade: 9,05/10  
University of Valencia, Valencia  
Final Degree Project: "Viscosidad para la simulación de fluidos no-Newtonianos en animación", directed by Ignacio García Fernández, with the qualification of 10 with Honors.

## AWARDS

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**Best Render of the Master's Degree in Computer Graphics Advanced Rendering course** granted by Adrián Jarabo in 2019. Jury: Marcos Fajardo (Solid Angle/Autodesk), Matt Chiang (Walt Disney Animation Studios) and Jorge Jiménez (Activision Blizzard).

**Valencia Educational Department scholarship for academic excellence** for Master studies, awarded in 2018.

**University of Valencia Extraordinary Degree Award** in the 2016/2017 academic year.

**Rotary Club Valencia-Center prize for the Best Final Degree Project** of the Higher Technical School of Engineering (ETSE-UV) in Multimedia Engineering, awarded in 2017.

**University of Valencia scholarship for the Introduction to Research**, awarded in the academic year 2016/2017.

**Calp City Hall Young Prize "Jaume Pastor i Fluixà, 9 d'octubre"**, awarded in 2013.

**IES Ifach (Calp, Alicante) Bachelor of Honor**, awarded in the academic year 2012/2013.

**VII Web page design contest for secondary school students of the Valencian Community**, modality: Content Management - Joomla for the realization of the IES Ifach website (Calp, Alicante), granted by the University of Valencia in 2013.

## PUBLICACIONES

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Poster presentation "Interaction between physics engine and Position-Based Dynamics system" in the CEIG – Spanish Congress of Computer Graphics (2018).

## COMPETENCES

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### Programming languages

C++, C#	6 years	Python, OpenGL/GLSL, Java, HTML5, CSS3	4 years	C, CUDA, JavaScript, SQL	3 years
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### Technical Software

Blender, Unity3D, MatLab, Git, Nori.

Gimp, Adobe Premiere, Adobe After Effects.

## LANGUAGES

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Spanish (mother tongue)

Catalan (mother tongue), C2 certificate of the Official School of Languages (EOI)

English, B2 certificate of the Official School of Languages (EOI)

## OTHER INFORMATION

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I have participated in the organization of the Expociència 2018 of the University of Valencia's Science Park.

During my undergraduate studies, I participated in the "Entre Iguals" program of the University of Valencia as a Mentor of first grade students in Multimedia and Computer Engineering.