Enrique Rosales

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Summary

I am a Ph.D. student in the Imager lab at the University of British Columbia. My advisor is Professor Alla Sheffer. My research interest involves Virtual Reality Sketching and Surface Reconstruction, among other general topics on digital geometry processing. Before joining UBC, I was the director of the Digital Animation Engineering program at Universidad Panamericana in Guadalajara, Mexico. I received my M.S. in Computer Science from Tecnológico de Monterrey (ITESM) in 2013.

Education

Sep 2016 to present	Ph.D. in Computer Science, University of British Columbia
Sep 2010 to May 2013	M.S. in Computer Science, Tecnológico de Monterrey (ITESM)
Sep 1999 to June 2003	Bachelor of Arts in Industrial Design, Universidad Autónoma de Guadalajara.

Publications

J. Yang, C. Araujo, N. Vining, Z. Ferguson, **E. Rosales**, D. Panozzo, S. Lefevbre, P. Cignoni, A. Sheffer, **DHFSlicer: Double Height-Field Slicing for Milling Fixed- Height Materials**, ACM Transactions on Graphics (Proc SIGGRAPH Asia), to appear 2020.

Y. Yao, N. Schetler, **E. Rosales**, H. Rhodin, L. Sigal, A. Sheffer, **Front2Back: Single View 3D Shape Reconstruction via Front to Back Prediction** , CVPR 2020.

E. Rosales, J. Rodriguez, A. Sheffer **SurfaceBrush: From Virtual Reality Drawings to Manifold Surfaces,** ACM Transactions on Graphics (Proc SIGGRAPH) 2019.

C. Liu, **E. Rosales**, A. Sheffer, **StrokeAggregator: Consolidating Raw Sketches into Artist-Intended Curve Drawings** , ACM Transactions on Graphics (Proc SIGGRAPH) 2018.

G. Gori, A. Sheffer, N. Vining, **E. Rosales**, N. Carr, T. Ju, **FlowRep: Descriptive Curve Networks for Free-Form Design Shapes** , ACM Transactions on Graphics (Proc SIGGRAPH) 2017.

E. Rosales and Luis E. Falcon-Morales, **A New Triangle Theorem to Solve the Inverse Kinematics Problem for Characters with Highly Articulated Limbs**, International Conference on Geometry and

Teaching

2019 - 2020	**University of British Columbia,** Computer Graphics, Introduction to Computational Thinking (summer course).
2007 to 2016	**Universidad Panamericana**, Geometry, 3D Modeling, Innovation Methods, Design Thinking, Scripting, Computer Graphics, Parametric Design and Particle Effects.
2010 to 2013	**La Salle University**, 3D Modeling, Animation, and Scripting.
2009	**Tecnológico de Monterrey (ITESM),** 3D Modeling and Animation.

Professional Experience

2016 to present	**University of British Columbia** Ph.D. Student, Research Assistant, and Sessional Lecturer
2014 to 2015	**Guadalajara ACM Professional Chapter** President.
2013 to 2016	**Universidad Panamericana** Co-founder and researcher of the UP Media Lab.
2011 to 2016	**Universidad Panamericana** Director of the bachelor of Science in Digital Animation Engineering.
2011 to present	**Universidad Panamericana** Research Assistant Professor.
2010 to 2011	**Universidad Panamericana** Head of Computing Department.
2007 to 2010	**Universidad Panamericana** Lecturer.
2006 to 2007	**Massive Render** Co-founder and responsible for Render Optimization.
2003 to 2013	**NEOX** Founder and Head of Product Engineering and Design.

Honors

2016	**CONACYT** National Scholarship for Ph.D. studies.
2013	**Tecnológico de Monterrey (ITESM)** Outstanding Thesis Award.

Service

Referee service for IEEE Transactions on Visualization and Computer Graphics, and ACM Transactions on Graphics.