

Xavier Anadón García-Arquimbau

PhD Candidate, RoPeRT group,
University of Zaragoza, Spain.
Deep Learning, 3D Vision & Understanding, Multimodal Learning.

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EDUCATION

- 12/2025 – Present *Universidad de Zaragoza* *Zaragoza, Spain*
PhD in Computer Vision and Machine Learning
Topic: *Geometry and learned representations for 3D scene understanding from video.*
Supervisor: *José María Martínez Montiel.*
- 09/2024 – 01/2026 *Universidad de Zaragoza* *Zaragoza, Spain*
MSc in Robotics, Graphics and Computer Vision
Score: 9.62/10
Thesis: *Multimodal Floorplan Encoding.* (During a stay at CVG & Microsoft)
Supervisors: *Shaohui Lui, Remi Pautrat, Rui Wang, Marc Pollefeys.*
- 09/2019 – 07/2023 *Universitat Jaume I* *Castellón de la Plana, Spain*
BSc Computational Mathematics
Score: 9.26/10
Thesis: *Geometric foundations for Geometry Processing of Neural Implicit Representations of Signed Distance Functions.*

INTERNSHIPS

- 07/2025 – 09/2025 **RobotX Summer Fellowship**
Computer Vision and Geometry Lab, ETH Zurich
3% acceptance ratio
Online scenegraphs from RGB-D videos for robotics and scene understanding.
Project Page: <https://danielkorth.github.io/dynamic-scene-graphs/>
- 07/2023 – 09/2023 **HPC intern**
Karlsruhe Institute of Technology, Germany
Sparse matrix multiplication optimization for Ginkgo HPC Library.
- 07/2022 – 09/2022 **VR intern**
University Eastern Finland, Finland
3D capture (NeRF) and holographic display.
Brain-Computer Interfaces in VR.
- 07/2021 – 09/2021 **Robotics Apprenticeship**
Ingeniarius, Portugal
Integrating 4 RGB-D cameras to perform SLAM in simulated forestal environments.

Awards & Honors

VII Premios Capitanía General de Valencia

Best academic record in Bachelor's from the field of Engineering/Architecture among students in all universities in the Valencian Community.

Extraordinary End-of-Degree Award

Best academic record in the promotion of 2019-2023 of the Bachelor's in Computational Mathematics.

Academic Excellence Ernest Brea

Best academic record in the academic year of the Bachelor's in Computational Mathematics.

PUBLICATIONS

Characterizing Players of a Cube Puzzle Game with a Two-level Bag of Words
UMAP '21: Adjunct Proceedings of the 29th ACM Conference · Jun 22, 2021

EXPERIENCE

- 09/2024 – 08/2025 **AI/CV researcher**
Ropert group, Zaragoza (Spain)
Dense Visual SLAM for in-body robotics.
Depth estimation and geometric SLAM combined with learned methods.
- 03/2024 – 08/2024 **AI/CV engineer**
Machine Learning Circle, Madrid (Spain)
Learned semantic matching.
Deep generative models and representation alignment.
- 09/2023 – 02/2024 **AI/CV engineer**
Hovering Solutions, Madrid (Spain)
Autonomous underground drones. Deep learning for perception and reconstruction (NeRF, Deep SLAM and SFM, etc.) on the edge.
- 11/2022 – 02/2023 **Independent Consultant**
Common Sense Machines, Remote
Connect ML models to user-facing applications in simulators and game engines.
- 12/2019 – 06/2023 **Research Assistant**
eVIS, Universitat Jaume I (Spain)
Collaborating in a Machine Learning and Computer Vision group, from research to engineering roles.

CERTIFIED COURSES

- 09/2025 - 12/2025 **Business Concept Course**
StartUp Campus
Innosuisse

PROJECTS

ETH Entrepreneur Club

Part of the CoLab initiative, promoting industry + PhD collaboration.