

Dr. Alun Evans

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Date of Birth: 20th July 1979 *Gender:* Male *Nationality:* British

Summary

- **Consistent R&D output in 3D graphics and videogame technology**, with several years' experience in industrial R&D, and currently publishing at the highest level.
- **Industry experience** as Technical Lead of a successful videogame, CTO of a company focusing on 3D graphics, and coordinator of 3D graphics group
- **Considerable experience of writing successful research proposals** totalling over £1 million
- **Excellent communication and interpersonal skills** with experience as colleague, manager, teacher and supervisor; and a great team player
- **Exemplary teaching record at degree and masters level**, in subjects such as computer graphics, computer programming, and game programming; with high student feedback scores

Professional Career

Sep 2016 - present **Lecturer in Computer Graphics and Videogames**

HCI Group, La Salle – Ramon Llull University, Barcelona

- R&D into 3D graphics and videogame technology
- Coordinator of four degree level courses

Jan 2013 – Sep 2016 **Post-doctoral Associate**

Interactive Technologies Group, Universitat Pompeu Fabra, Barcelona

- Group research coordinator; and co-supervisor to two PhD students, leading research focused on 3D graphics and character animation
- Lead researcher for FP7 project IMPART, and H2020 KRISTINA

Sep 2011 – Dec 2012 **CTO and Head of Research**

BodyPal.com, Barcelona

- E-commerce Startup in Virtual Fashion. Managed technology and production team of five staff
- Created novel online and offline virtual garment rendering simulation

Sep 09 – Sep 11 **Technical Lead, Barcelona World Race – THE GAME (2011)**

Universitat Pompeu Fabra, Barcelona

- Led multidisciplinary team of game designers, developers and artists
- Successful MMO game allowing virtual sailors to compete against each other and the real boats of the race

Sep 07 - Sep 09 **3D Group Coordinator**

Fundació Barcelona Media, Barcelona

- Coordinated industrial R&D into character animation and cinema production technologies. Participation in European projects FP6 SALERO, FP7 20203DMedia, and FP7 iMP.

Academic Studies

2002 – 2006 **PhD in 3D Image Processing**

Department of Medical Physics, University College London, UK

- Thesis: “Automatic 2D and 3D Segmentation of Liver from CT images”.

2001 – 2002 **MSc. Information Technology** University College, London, UK

- Distinction awarded

1997 – 2001 **BSc. (Hons) Biochemistry** University of Warwick, UK

Research Grants and Contracts Awarded (As author or co-author)

Dates	Title	Funding Body	Value (total)	Value (to institution)	Institution
2015-18	KRISTINA	European Horizon2020	€3.6Million	€852,000	UPF
2015-17	We3D	Spanish National	€160,000	€102,418	UPF
2012-15	IMPART	European FP7	€3.7Million	€645,326€	UPF
2010-12	Virtual Fashion	Spanish “Plan Avanza”	€420,000	€420,000€	BodyPal
2006-07	The Listening Room	Wellcome Trust	£100,000	£100,000	UCL

Selected Publications

H.Kim, A.Evans, J.Blat, A.Hilton Multi-modal Data Registration and Web-based Visualisation. Volume: PP, Issue: 99 IEEE Transactions on Circuits and Systems for Video Technology, December 2016.

J.Blat, A.Evans, H.Kim, E.Imre, L.Polok, V.Ila, N.Nikolaidis, P.Zemcik, A.Tefas, P.Smrz, A.Hilton, I.Pitas. (2015) Big Data Analysis for Media Production. Proceedings of the IEEE Vol. 104, Issue 11, December 2015, Pages 2085-2113.

IEEE citation

A.Evans, M.Romeo, A.Bahremand, J.Agenjo, J.Blat. (2014) 3D Graphics on the Web: A Survey. Computers & Graphics Vol. 41, June 2014, Pages 43-61. ISSN 0097-8493.

Languages

Fluent/Advanced: English, Welsh, Spanish, Portuguese, Catalan

Key Expertise

Expert-level Unity Programming: Since 2013, Alun has supervised the creation of 100s of games using the Unity3D game engine, including several that have been launched on the market.

Programming and Application Development: 15 years’ experience with object orientated languages (C++, C#, Objective-C, Java); and web/scripting languages (Javascript, PHP, Python). Mobile app development (iOS, Android).

Content Creation Tools for Media Production: 3D Content Tools (particularly Autodesk Maya), 3DS Max, Adobe Creative Suite (particularly Photoshop, After Effects)