

Pablo García Ruiz

Doctor in Computer Vision



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Studies

Ph.D. in Advanced Computing

2022-2025 University of Córdoba, Spain

Cumlaude Computer Vision

Master in Computational Intelligence and Internet of Things

2021-2022 University of Córdoba, Spain

Computer Vision Artificial Intelligence Internet of Things

Software engineering

Specialization in Computing

2017-2021 University of Córdoba, Spain

Experience

Senior Computer Vision Technician

At Deuser, Indra Group

2025 Dec - Present Córdoba, Spain

- Developed and deployed complete machine vision systems with integrated AI for inspection and analysis
- Integrated vision solutions with production lines, including hardware handling and industrial communication interfaces

Software Consultant on Defense & Space

At ALTEN Spain

2025 May-Dec Madrid, Spain

- Software Consultant for

Researcher on Computer Vision

At Artificial Vision Applications¹, RG

2021-2025 Córdoba, Spain

- Research and development in Artificial Vision projects related to pose estimation, mapping, and artificial fiducial markers

Volunteering

Volunteering in the European non-profit association of **Erasmus Student Network**, as a software consultant and social event manager.

Publications

Highlighted Publications }

- *Sparse Indoor Camera Positioning with Fiducial Markers*
 1st Author 2025 Applied Sciences, MDPI
- *Large-Scale Indoor Camera Positioning Using Fiducial Markers*
 1st Author 2024 Sensors, MDPI
- *Fiducial Objects: Custom Design and Evaluation*
 1st Author 2023 Sensors, MDPI

Key Skills

Artificial vision

Machine learning

App development

Enthusiast

Knowledge-seeker

Self-disciplined

OpenCV

C++

Python

Flutter

Languages

Spanish Native

English C1 - Cambridge

Congresses & Education

Researchers Congress

Presenting the project: *Fiducial Objects*

2024 University of Córdoba, Spain

Winner for the **Best Work Presentation** in my field

Summer School in Computer Vision

2023 British Machine Vision Association, Norwich, United Kingdom

Iberian PRIA 2023 Congress

Presenting the project: *DoducoPose*

2023 Alicante University, Spain

Interested in

- Exploring cutting-edge research in machine learning and computer vision.
- Pursuing opportunities to attend conferences, workshops, and training sessions to further expand my skillset and network with other professionals.
- Engaging in open-source initiatives and contributing to AI-powered projects that promote accessibility, inclusivity, and ethical use of technology in society.

Describe myself as

A highly fascinated individual by computer science, with a particular interest in artificial intelligence and computer vision. I am passionate about staying up-to-date with the latest advancements and innovations in these areas expanding my knowledge and expertise in this ever-evolving field.

Highlighted projects



Sparse Camera Positioning

Sparse Indoor Camera Positioning

 2025     

- Derived from published work
- Indoor camera pose estimation without views overlapping
- Open source

<https://www.uco.es/investiga/grupos/ava/portfolio/sparse-indoor-camera-positioning/>



Indoor Camera Positioning

Large Scale Indoor Camera Positioning

 2024     

- Derived from published work
- Innovative adaptive indoor camera pose estimation system
- Open source

<https://www.uco.es/investiga/grupos/ava/portfolio/indoor-camera-positioning/>



Fiducial Objects

Multi-shape multi-marker creation

 2023     

- Derived from published work
- Generalised multi-shape multi-marker pose estimation system
- Open Source

<https://www.uco.es/investiga/grupos/ava/portfolio/fiducial-object/>

SideProjects



Flow

Customizable chatbot with the usage of any available model & complex functionalities

 2024    

- Complete models usage configuration
- Programmable complex functionalities
- UX & Responsive design
- Open source

Workshops



Tiny Introduction to Fiducial Markers

Introduction to fiducial markers from scratch, going through detection algorithm, homography, pose estimation and 3D object management

 2023     

- Ready-to-use project
- Documentation available
- 3D Rendering integration
- Open source

Technical skills

Languages

Libraries

Databases

IDEs

Graphics

Others

          

          

   

  

   

  

