Lizeth Fuentes Pérez

MSc in Computer Science

Calle 12 de Octubre 504
Alto Selva Alegre, Arequipa
📞 *+51 988850931*
✉ *lfuentes@ulasalle.edu.pe*
✉ *lztfuentespz@gmail.com*
✉ *lfuentes@id.uff.br*
in *lizethfuentesperez*
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Interests

Computer Graphics, Geometry Processing, Shape Analysis, Machine Learning, Interactive Storytelling, Robotics

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Professional Experience

08/2017–Now   **Lecturer**, *Software Engineering program, La Salle University*, Arequipa - Peru.
Courses: Data Structures,Programming, Objects and Data Abstractions, Analysis and Design of Algorithms.

03/2018–04/2018   **Visiting Researcher**, *VISTA Laboratory, Technion*, Haifa - Israel.

09/2017–01/2018   **Lecturer**, *Computer Science Master program, National University of Saint Agustin*, Arequipa - Peru.
Course: Algorithms and Data Structures.

04/2017–12/2017   **Lecturer**, *Computer Science program, National University of Saint Agustin*, Arequipa - Peru.
Courses: Programming Video Games, Thesis Seminar, Topics in Computer Graphics.

2012–Now   **Member**, *Image Processing and Data Mining (IPRODAM) - Research Group, La Salle University*, Arequipa - Peru.

2015–2017   **Software Developer**, *TecZelt - FazGame*, Rio de Janeiro, Brazil.
Ruby on Rails backend developer, Unity3d developer.

2014–2014   **Student Researcher**, *Cátedra Concytec - National University of Saint Agustin*, Arequipa - Peru, January - December.
Project: Design of equipment of images acquisition and software for detection of primary and secondary defects in green coffee beans for processing quality control of exportable coffee.

Education

2015–2017   **MSc in Computer Science**, *Institute of Computing - Federal Fluminense University*, Niterói, RJ - Brazil.
Prograf UFF (Graphics Processing Research Laboratory), MediaLab UFF.
Dissertation: Dictionary Learning-based Inpainting on Triangular Meshes. Supervised by Prof. Anselmo A. Montenegro.

2010–2014   **BSc in Computer Science**, *Professional School of Computer Science - National University of Saint Agustin*, Arequipa - Peru.

2009–2013   **BSc in System Engineering**, *Professional School of System Engineering - National University of Saint Agustin*, Arequipa - Peru.

2004–2008   **High School**, *M.S.A.C. San Martín de Porres*, Arequipa - Peru.

Academic Experience

2016–2016 **Attendee**, *GTC 2016 - GPU Technology Conference* , San Jose - California - USA, April 4 - 8.

2016–2016 **Attendee**, *XI Summer School in Discrete Mathematics*, Valparaíso - Chile, January 4 - 8.

2015–2015 **Attendee**, *SBGames 2015 - XIV Brazilian Symposium on Games and Digital Entertainment*, Teresina - Pi, Brazil, November 11 - 13.

2015–2015 **Attendee**, *CARLA 2015, Latin American High Performance Computing Conference (LNCC)*, Petrópolis - Brazil, August 26 - 28.

2015–2015 **Attendee**, *X Summer School in Discrete Mathematics*, Valparaíso - Chile, January 5 - 9.

2014–2014 **Organizer**, *Summer School on Computational Analysis of Deformable Shapes by PhD Alex M. Bronstein - La Salle University*, Arequipa - Peru, February 2 - 10.

2014–2014 **Attendee**, *Summer School on Computational Analysis of Deformable Shapes by PhD Alex M. Bronstein - La Salle University*, Arequipa - Peru, February 2 - 10.

2014–2014 **Contestant**, *International Collegiate Programming Contest - ACM-ICPC South America/South Finals (2014)*, Cusco - Peru.

2014–2014 **Attendee**, *IX Summer School in Discrete Mathematics*, Valparaíso - Chile, January 6 - 10.

2013–2013 **Contestant**, *International Collegiate Programming Contest - ACM-ICPC South America/South Finals (2013)*, Cusco - Peru.

2013–2013 **Attendee**, *CLEI 2013 - XXXIX Latin American Computing Conference*, Naiguatá, Vargas - Venezuela, October 7 - 11.

2013–2013 **Organizer**, *SIBGRAPI 2013 - XXVI Conference Graphics, Patterns and Images*, Arequipa - Peru, August 5 - 8.
Organization of Conference

2013–2013 **Attendee**, *SIBGRAPI 2013 - XXVI Conference Graphics, Patterns and Images*, Arequipa - Peru, August 5 - 8.

2013–2013 **Attendee**, *Peruvian Programming Camp - San Pablo Catholic University*, Arequipa - Peru, February 11 - March 9.

2012–2012 **Attendee**, *JCC 2012 - Jornadas Chilenas de Computación*, Valparaíso - Chile, November 12 - 16.

2011–2011 **Attendee**, *Workshop: refinement calculus for object systems (rCos) by PhD Zhiming Liu - La Salle University*, Arequipa - Peru, December 17.

2011–2011 **Contestant**, *International Collegiate Programming Contest - ACM-ICPC South America/South Finals (2011)*, Arequipa - Peru.

Languages

Spanish First Language

English Advanced

Portuguese Advanced

Affiliations

2010–Now **Member**, *Peruvian Computer Society*, SPC.
www.spc.org.pe

Publications

[1] Lizeth Joseline Fuentes Pérez, Luciano Arnaldo Romero Calla, and Anselmo Antunes Montenegro. A dictionary learning approach in gpu for image denoising. Poster presented at GPU Technology Conference 2016, Apr 2016.

[2] Lizeth Joseline Fuentes Perez, Luciano Romero Romero Calla, Anselmo Antunes Montenegro, Luis Valente, and Esteban Walter Gonzalez Clua. Dynamic game difficulty balancing in real time using evolutionary fuzzy cognitive maps with automatic calibration. *SBC Journal on Interactive Systems*, 7(1):38–50, 2016. ISSN: 2236-3297.

[3] Lizeth Joseline Fuentes Perez, Luciano Romero Romero Calla, Luis Valente, Anselmo Antunes Montenegro, and Esteban Walter Gonzalez Clua. Dynamic game difficulty balancing in real time using evolutionary fuzzy cognitive maps. In *2015 14th Brazilian Symposium on Computer Games and Digital Entertainment (SBGames)*, pages 24–32, Nov 2015.

[4] Cristian Jose Lopez Del Alamo, Luciano Arnaldo Romero Calla, and Lizeth Joseline Fuentes Perez. Efficient approach for interest points detection in non-rigid shapes. In *Computing Conference (CLEI), 2015 Latin American*, pages 1–8, Oct 2015.

[5] Cristian José López Del Alamo, Lizeth Joseline Fuentes Pérez, and Luciano Arnaldo Romero Calla. Parallelization of the algorithm k-means applied in image segmentation. *International Journal of Computer Applications*, 88(17):1–4, February 2014. Published by Foundation of Computer Science, New York, USA.

[6] C.J. Lopez del Alamo, L.J. Fuentes Perez, L.A. Romero Calla, and W.R. Ramos Lovon. A novel approach for image feature extraction using hsv model color and niters wavelets. In *Computing Conference (CLEI), 2013 XXXIX Latin American*, pages 1–7, Oct 2013.

[7] C.J. Lopez del Alamo, L.J. Fuentes Perez, and L.A. Romero Calla. Agrupamiento por similitud de imágenes mediante árbol de expansión mínima y soft heap. *XXIV Encuentro Chileno de Computación*, November 2012. Jornadas Chilenas de Computación, Valparaíso, Chile.