

Pablo Simon Wiedemann

Head of Product Design at Comfy

San Francisco, CA · pablo.wiedemann@icloud.com

EXPERIENCE

Head of Product Design at Comfy

Feb 2025 — Present

San Francisco, CA · Open-source platform powering generative AI image and video workflows.

- Joined as employee #6 and the company's first designer. Established the design function from the ground up.

Chief Product Officer & Co-Founder at Hypothetic

2022 — Dec 2024

Los Angeles, CA · Deep-tech startup building 3D generative AI tools for artists.

- Led product vision and execution across three shipped applications.
- Directed UX/UI design across the full product surface.

Chief Executive Officer & Co-Founder at Tori Technologies

2020 — Present

Vancouver, Canada · ML consultancy helping businesses integrate and run ML models cost-efficiently.

- Set strategic direction and led the business through fundraising, hiring, and operations.
- Owned product and design.
- Ran R&D, shipping ML projects for clients and demos.

Computer Science Fellow at Open Avenues

2023 — 2025

Los Angeles, CA

- Mentor interns from partner universities.
- Design and run hands-on projects for them in ML for computer graphics.

Research Associate & Project Manager at Fraunhofer HHI

2019 — 2020

Berlin, Germany

- Joined as a researcher in ML for computer graphics.
- Teamed up with two other engineers to spin off EnanoAI, a startup around a new AI chip architecture.
- Co-authored a published paper on a chip design that runs compressed neural networks without decompressing them first.

Research Associate • Marie Curie Fellow at Edinburgh Napier University 2018 — 2019

Edinburgh, Scotland

- Developed novel deep learning algorithms for real-time context-aware rendering in 3D AR applications and games.
- Co-author of Deep Precomputed Radiance Transfer for Deformable Objects and Multi-reality games: an experience across the entire reality-virtuality continuum.

Research Intern at Technicolor R&D 2017 — 2018

Rennes, France

- Developed deep learning approaches for style transfer, motion synthesis, and motion retrieval of 3D computer animations.

Research Intern at Berlin Institute of Technology 2015 — 2016

Berlin, Germany

- Built a Blender Python API interface for real-time visualization of complex discrete 3D geometry and topologies, used for research purposes.

Research Intern at German Aerospace Center (DLR) 2011 — 2012

Cologne, Germany

- REXUS/BEXUS Rocket and Balloon Experiments. Prepared a zero-gravity experiment for a parabolic flight simulating extra-planetary particle collisions and cohesion.

Professional Parkour and Freerunning Athlete at Freelance 2012 — 2019

International • One of the first professional Parkour athletes worldwide.

- Performed in 20+ countries for Ford, Audi, Smart, Nike, Adidas, Reebok, and others. Acted in music videos, commercials, and films.
- Coached classes and workshops.

EDUCATION

MSc, Scientific Computing 2014 — 2017

Berlin Institute of Technology • Applied mathematics, computer simulations, geometry

BSc, Engineering Physics 2008 — 2013

Berlin Institute of Technology • Fluid and thermodynamics

AWARDS AND HONORS

Creative Destruction Lab 2020

Canadian accelerator focused on commercializing science for the betterment of humankind.

Berlin Startup Scholarship 2020

Marie Skłodowska-Curie Fellowship 2018

One of Europe's most competitive research and innovation fellowships.

SKILLS

Programming languages	Python, VEX, GLSL (basics)
Frameworks	PyTorch, PyTorch3D, Trimesh, Blender Python API, SideFX Python API, ThreeJS (basics)
Tools	ComfyUI, Blender, Houdini, Figma, Premiere Pro
Methodologies	Diffusion models, differential rendering, computer animation, computer vision, computational geometry, fluid dynamics, compression of neural networks
Languages	Spanish, German, English (all fluent)

CONTACT

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