GIANFRANCO CONTI

Software Engineer

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SKILLS

CODING

- Python
- C++
- GLSL
- Rust
- JavaScript

TECHNOLOGIES

- OpenGL
- Linux
- Blender
- Git
- Vite
- RabbitMQ

KNOWLEDGE IN

- Graphics Programing
- Distributed Systems
- TDD
- POO
- UML
- Data Science
- Machine Learning

LANGUAGE

- English: Cambridge B2 certificate
- Spanish: Native

PROFILE

I am a Software engineering student in the process of completing my final thesis. With a deep passion for graphic programming, I constantly seek opportunities to learn and enhance my skills. I aim to contribute by offering my analytical, communication, and teamwork abilities.

EXPERIENCE

Student Volunteer at SIGGRAPH 2024

I participated as a student volunteer during SIGGRAPH 2024, performing general assistance tasks for attendees, facilitating communication with members of the international community as a Spanish interpreter, Assisting conference contributors at various venues, and Helping contributors demo technologies or providing support in VR setups.

PROJECTS

Realtime Volumetric Cloud Shader

I created a Shader material in Three.js using raymarching and FBMs to create volumetric clouds in real-time, achieving both realistic illumination and a good performance for 3D scenes for the browser.

Technologies used
Three.js, JavaScript, GLSL, Vite

3D Scene Using WebGL API

I created a 3D scene of a castle using the standard WebGL API. Some features that were implemented include a scene graph structure for the scene, phong lighting, texture mapping, and some simple animations.

Technologies used
JavaScript, GLSL, WebGL

EDUCATION

Master equivalent in Software Engineering
Specialization in Distributed Systems
University Of Buenos Aires (UBA)

2017 - 2024 Dic