

Marco Juliani				
<a href="#">portfolio</a>	<a href="#">gmail</a>	<a href="#">github</a>	<a href="#">twitter</a>	<a href="#">linkedin</a>

Growth-minded learner interested in data-driven approaches to problem solving.

5 years software development experience. 5 years working in architecture project delivery + CAD + geometric modeling.

Domains + technologies of interest: solvers, optimization, data visualization, CRDTs, full-stack development, embeddings, llm agents, search algorithms, geospatial, space-planning.

## Work & Education

10/2022 - current	NY	Senior Software Engineer	<a href="#">Outer Labs</a>
04/2021 - 10/2022	London	Software Developer	<a href="#">KOPE</a>
02/2020 - 04/2021	London	Computational Design Specialist	<a href="#">CallisonRTKL</a>
09/2019 - 01/2020	London	Facade Consultant	<a href="#">Front Inc</a>
09/2018 - 05/2019	London	MSc Architectural Computation	<a href="#">UCL Bartlett</a>
11/2017 - 08/2018	Boston	Job Captain	<a href="#">Gensler</a>
02/2014 - 11/2017	SF	Junior Designer	<a href="#">Woods Bagot</a>
08/2008 - 05/2013	Tucson	Bachelor's of Architecture	<a href="#">University of Arizona</a>

## Skills

Frontend	Javascript, Typescript, React, HTML, CSS, MUI, Tailwind
Rendering + Browser	Canvas API, Three.js, R3F, Pixi.js, Canvas-Sketch, Chrome API
Maps + Geospatial	Mapbox, Google Maps Platform, PostGIS
API + Scripting	Node.js, Express.js, Nest.js, Python, Flask, Go, C#, GraphQL
Database + ORM + Object Storage	Postgres, Firebase, Firestore, GCS, MySQL, IndexDB, TypeORM, Drizzle, Yjs, Liveblocks
DevOps + Infrastructure	Gitlab, Azure DevOps, Github, GCP, AWS, Docker
Product Lifecycle	Agile, TDDs, Docusaurus, Slack, GSuite, Linear, Notion
Data	Data Models, Mermaid, Ingestion Pipelines, DuckDB
LLMs & ML	RAG, Function-Calling, Haystack, LLama-Index, Pytorch, Numpy
Algorithms	GAs, L-Systems, Kohonen Nets, Neural Nets, Octrees
Computational Design	Rhinoceros, Grasshopper, Revit, Dynamo, Unity

## Involvement

08/2024	<a href="#">Competition</a>	Untabbed: <a href="#">Gemini API Developer Competition</a>
04/2021	<a href="#">Publication</a>	Rumoer 76: voxel-based building + apartment generator mentioned in <i>Generative Design With Hypar</i> article (pg. 43).
05/2020	<a href="#">iOS game</a>	Grid-locked: foray into game development during lockdown
04/2020	<a href="#">Talk</a>	Data Management & Display: <a href="#">Elefront</a> and <a href="#">Human UI</a>
01/2020	<a href="#">Plugin</a>	PlanBee for Grasshopper: cell-based spatial analysis plugin.
08/2019	<a href="#">Tutoring</a>	Bartlett: <i>Introduction to Programming Workshop</i> (1) (2)

