

Marco Juliani	portfolio	github	linkedin	gmail	twitter
---------------	---------------------------	------------------------	--------------------------	-----------------------	-------------------------

Summary

Technologist combining software engineering expertise with architectural design thinking to solve problems. Unique blend of 5 years in software development and 5 years in architectural design, specializing in computational modeling and optimization. Interested in web development, spatial computing, parametric modelling, embeddings + LLM applications, machine learning, optimization algorithms, among others.

Professional Experience

10/2022 - 12/2024	NY	Senior Software Engineer	Outer Labs
<ul style="list-style-type: none"> - Developed full-stack prototypes as we iterated on product vision during the pre-seed phase of our real estate startup - Played an important role in defining and future-proofing the data model and driving alignment across engineering + product - Evaluated 10+ external data services and built ETL pipelines processing 1M records weekly for real estate data ingestion - Led RAG experiments and built a backend service enabling engineering/product teams to prototype and evaluate LLM workflows - Coordinated API and data model integration between 2 teams to remove undesirable dependencies - Played key role in defining the event loop of new space planning web application - Contributed to critical libraries across the app related to rendering, state management, spatial algorithms, and geometric operations 			
04/2021 - 10/2022	London	Software Developer	KOPE
<ul style="list-style-type: none"> - Led the development and client engagement to deliver a modular building configurator implementing complex adjacency and stacking rulesets specific to the client's proprietary system - Contributed to algorithm development and overall implementation during strategic pilot engagements related to building enclosure systems - Mentored younger engineers on best practices and design patterns 			
02/2020 - 04/2021	London	Computational Design Specialist	CallisonRTKL
<ul style="list-style-type: none"> - Authored custom plugins for Rhino + Grasshopper relating to the analysis and feasibility of building proposals - Authored parametric tooling for the analysis of multi-objective tradeoffs of a commercial development - Implemented a logging system for tracking usage of our internal tooling initiatives across the firm 			

Education

09/2018 - 05/2019	London	MSc Architectural Computation	UCL Bartlett
Computer-science-for-architects program where we: <ul style="list-style-type: none"> - learned object-oriented-programming, familiarized ourselves with Visual Studio and Git - leveraged Unity and C# as a prototyping and simulation environment - implemented vanilla L-Systems, Genetic Algorithms, Kohonen Nets, Artificial Neural Networks, Octrees. 			
08/2008 - 05/2013	Tucson	Bachelor's of Architecture	University of Arizona

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