


# Davide Sforza

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## EDUCATION

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|----------------|---|
| 2021 – Present | <b>Ph.D. in Computer Science</b><br>Sapienza University of Rome<br>» <i>Advisor:</i> prof. Fabio Pellacini  |
| 2018 – 2021    | <b>M.Sc. in Computer Science</b><br>Sapienza University of Rome<br>» <i>Thesis:</i> Enforcing energy conservation in microfacet models<br>» <i>Thesis advisor:</i> prof. Fabio Pellacini<br>» <i>Final grade:</i> 110/110 cum laude |
| 2020 – 2021    | <b>Erasmus+ mobility for study</b><br>Vienna University of Technology   |
| 2015 – 2018    | <b>B.Sc. in Computer Science</b><br>Sapienza University of Rome<br>» <i>Thesis:</i> Lexical-semantic autocompleter based on BabelNet<br>» <i>Thesis advisor:</i> prof. Roberto Navigli<br>» <i>Final grade:</i> 110/110 cum laude   |
| 2010 – 2015    | <b>Diploma di Liceo Scientifico</b><br>L.S.S. Antonio Labriola<br>» <i>Final grade:</i> 100/100 cum laude   |

## EXPERIENCE

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| 2018 | <b>Development of a lexical-semantic autocompleter based on BabelNet</b><br>BabelScape Srl<br>» Design and implementation of a lexical-semantic search box autocompleter based on BabelNet, a large multilingual knowledge graph<br>» <i>Development tools:</i> Java, Apache Lucene, RocksDB |
| 2017 | <b>Development of a pattern based entity extractor</b><br>BabelScape Srl<br>» Design and implementation of a lexical analyzer to extract pattern based entities from textual documents<br>» <i>Development tools:</i> Java, JFlex  |

## CURRENT PROJECTS

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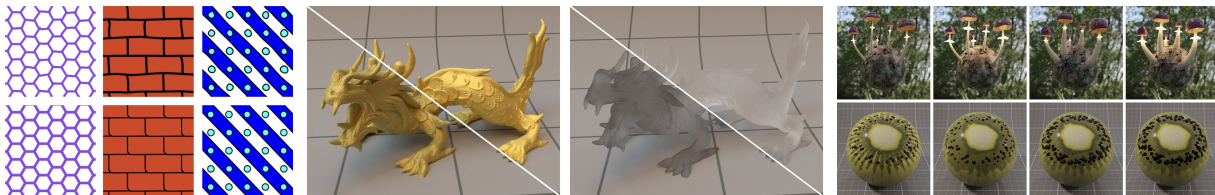
- |             |                              |
|-------------|------------------------------|
| In progress | Rendering with Neural Lenses |
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## PUBLICATIONS

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| 2023 | Eduardo Rinaldi, <b>Davide Sforza</b> , and Fabio Pellacini. NodeGit: Diffing and Merging Node Graphs. In <i>ACM Transactions on Graphics</i> . 2023. DOI: 10.1145/3618343. |
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- 2023 **Davide Sforza** and Fabio Pellacini. Numerical approximations for energy preserving microfacet models. In *Computers & Graphics*. 2023. DOI: 10.1016/j.cag.2023.05.0125.
- 2022 **Davide Sforza** and Fabio Pellacini. Enforcing Energy Preservation in Microfacet Models. In *Smart Tools and Applications in Graphics - Eurographics Italian Chapter Conference*. 2022. DOI: 10.2312/stag.20221258.
- 2022 Marzia Riso, **Davide Sforza**, and Fabio Pellacini. pOp: Parameter Optimization of Differentiable Vector Patterns. In *Computer Graphics Forum*. 2022. DOI: 10.1111/cgf.14595.
- 2020 Maria De Marsico, Emanuele Panizzi, Francesca Romana Mattei, Antonio Musolino, Manuel Prandini, Marzia Riso, and **Davide Sforza**. Virtual bowling: launch as you all were there! In *Proceedings of the International Conference on Advanced Visual Interfaces*. 2020. DOI: 10.1145/3399715.3399848.



## PROJECTS

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- 2020 **Yocto/Hair**  
[github.com/dsforza96/yocto-hair](https://github.com/dsforza96/yocto-hair)  
 » Development of a tiny path tracer extension to shade realistic-looking hair  
 » *Development tools*: C++, Yocto/GL
- 2020 **AtA-gpu**  
[github.com/dsforza96/AtA-gpu](https://github.com/dsforza96/AtA-gpu)  
 » A Strassen-based CUDA implementation of AtA matrix multiplication  
 » *Development tools*: C++, cuBLAS
- 2020 **Next!**  
[github.com/antoniomuso/Next](https://github.com/antoniomuso/Next)  
 » Development of multi-modal tool that enables the user to use both gestures and voice commands to remote control presentations  
 » *Development tools*: C#
- 2020 **The Visual Microphone**  
[github.com/dsforza96/visual-mic](https://github.com/dsforza96/visual-mic)  
 » A Python implementation of MIT's Visual Microphone, a tool to passively recover sound from video  
 » *Development tools*: Python, SciPy, OpenCV
- 2019 **Boowling-VR**  
[github.com/antoniomuso/Bowling-VR](https://github.com/antoniomuso/Bowling-VR)  
 » Development of an online multiplayer bowling game in virtual reality. Validation of the user experience via the SUXES questionnaire  
 » *Development tools*: Unity, SteamVR, Blender

2018

## Generating Trees with a Space Colonization Algorithm

[github.com/dsforza96/tree-gen](https://github.com/dsforza96/tree-gen)

- » Development of a procedural tree generator based on a space colonization algorithm
- » *Development tools:* C++, Voro++, Yocto/GL



## TECHNICAL SKILLS

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- » *Programming:* Python, C/C++, Java, MATLAB, Unity
- » *Frameworks:* OpenGL, PyTorch, OpenCV, cuBLAS
- » *Certifications:* Microsoft Technology Associate in Database Administration Fundamentals (issued on 05/28/2014) and HTML5 Application Development Fundamentals (issued on 06/10/2014).

## LANGUAGES

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- » *Italian:* mother tongue
- » *English:* level C1 of CEFR