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SUMMARY

Since January 2023, I am a Junior Gameplay Programmer at Ubisoft Berlin. In 2022, while I was achieving my Master's degree in Computer Science at Sapienza University of Rome, I also worked on a research thesis about practical algorithms for diffing and merging node-graph based programs. Before that, in 2020 I graduated with my Bachelor's degree, presenting algorithms for improving adaptability for iris-based recognition systems. Graphics and GPU programming are currently a side hustle that I work on whenever I have free time.

SKILLS

- **Programming languages:** C, C++, Python, Java, JavaScript, SQL, ASM Mips
- **Graphics programming:** Physically based ray-tracing, Multiple importance sampling, Volumetric rendering, OpenGL API, GLSL Shading programming, Ray-marching
- **Game programming:** basic knowledge of Unreal Engine 4 and Unity, Object-oriented programming and Entity-Component system
- **AI techniques:** Supervised learning, Clustering, Reinforcement learning, Convolutional neural networks, Big data computing techniques
- **Maths:** strong linear algebra and probability knowledge
- **Soft skills:** team working, ability to meet deadlines in time, problem-solving and interpersonal skills

MASTERCLASS

Game Design and Gamification lab <i>Prof. Francesco Lutrario – Sapienza University of Rome</i>	Oct. 2021
Fundamentals of Computer Graphics <i>Prof. Fabio Pellacini – Sapienza University of Rome</i>	Oct. 2021
Computer Graphics <i>Prof. Fabio Pellacini – Sapienza University of Rome</i>	Mar. 2020

EXPERIENCE

Junior Gameplay Programmer – Ubisoft Berlin Unannounced project.	Jan. 2023 - Present
Research thesis: NodeDiff – Sapienza University of Rome Design and implementation of Diffing and Merging algorithms for visual scripting graphs to enable versioning. Framework (<i>NodeDiff</i>) implementation in C++, providing test examples on <i>Blender's</i> shading and geometry node graphs.	Mar. 2022 - Oct. 2022
Research internship: Iris recognition system – Sapienza University of Rome Porting of the <i>ISis</i> v2 Iris Recognition System into C++ with improved performance and adaptivity through computer vision techniques.	Aug. 2020 - Dec. 2020

EDUCATION

Sapienza University of Rome <i>Master's degree in Computer Science, 110/110 with honours – Rome, Italy</i>	Oct. 2022
Sapienza University of Rome <i>Bachelor's degree in Computer Science, 110/110 with honours – Rome, Italy</i>	Dec. 2020
ITIS L. Trafelli <i>Secondary school diploma in IT, 100/100 – Nettuno, Italy</i>	July 2017

