Giacomo Nazzaro

EXPERIENCE

Ph.D. student

Sapienza, University of Rome 10/'18 – now

Research in computer graphics, under the supervision of Prof. Fabio Pellacini.

Graduate researcher

Sapienza, University of Rome 10/'17 - 10/'18

Development of a physically based volumetric path tracer inside yocto-gl, a public C++ library for computer graphics research.

EDUCATION

2018 – NOW **Ph.D. in Computer Science** Sapienza, Universoty of Rome 2016 - 2018**MSc in Computer Science** 110/110 WITH HONORS Sapienza, Universoty of Rome **BS** in Applied Mathematics 2013 - 2016

110/110 WITH HONORS Tor Vergata, Roma

PUBLICATIONS

Surface patterns without textures

In this work, we propose a new approach to perform surface editing while avoiding the problems of parametrization and texture mapping. *In our developed workflow, the user can achieve* the desired visual results by designing scalar fields that are defined directly on the mesh.

PROJECTS

2019 Sky rendering system

System for real-time rendering of clouds and sky developed for the videogame company Milestone Srl. Development in C++, as a plugin for Unreal Engine 4. The system features volumetric rendering of clouds, wind simulation, control via texture design and graphical user interface.

CSP solver 2018

A simple constraint satisfaction problem solver in C++. [GitHub link].

2018 Serializer

Small library for binary serialization of data structures and fast loading and writing of the state of a program. [GitHub link]

SKILLS

DEVELOPMENT

C++, Python, GPU programming, OpenGL

Confidence with high performance code, data-oriented design and object-oriented programming.

COMPUTER GRAPHICS

Rendering, Geometry processing

Experience with light transport algorithms, Monte Carlo methods and real-time rendering.

COMPUTER SCIENCE

Algorithms, Data structures, Numerical Methods

Strong knowledge of computer science fundamentals and mathematical tools.

LANGUAGES

ITALIAN Native speaker

English C1 level

PERSONAL

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