Giacomo Nazzaro

Resume

Education

2018–now	**Ph.D. in Computer Science**, *Sapienza*.
2016–2018	**MSc in Computer Science**, *Sapienza*, 110/110 with honors.
2013–2016	**BS in Applied Mathematics**, *Tor Vergata*, 110/110 with honors, *"Scienze e Tecnologie per i Media"* in italian.

Master thesis

title	*Geodesic surface patterns*
advisors	Fabio Pellacini, Enrico Puppo
abstract	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. The only fundamental operation required is the computation of geodesic distance fields.

Experiences

03/18–09/18	**Graduate researcher**, *University Sapienza*, Rome. Development of a volumetric path tracer inside *yocto*, a public library for Computer Graphics. Supervision by Prof. Fabio Pellacini.

Skills

Development	**C++, Python, GPU programming**. Confidence with performance code, object-oriented programming and data-driven design
Computer Graphics	**Rendering, Geometry processing**. Experience with light transport algorithms and Monte Carlo methods.
Computer Science	**Algorithms, Data structures, AI**. Strong knowledge of Computer Science fundamentals.
Mathematics	**Numerical Methods, Fourier Analysis**. Deep understanding and intuition of mathematical analysis

Languages

Italian	**Mother tongue**
English	**C1 level**. Fluent with technical and non-technical English.

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