

Giulio Martella

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EXPERIENCE

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| Rome, Italy
Jan. '22 – Today | Galactus/ILBE
<i>Lead Pipeline TD on unannounced projects</i> <ul style="list-style-type: none">◇ Designing pipeline procedures and tools◇ Developing the major tools for Shotgrid, Resolve and Maya◇ Mentoring personal assistant into the development of minor tools◇ Providing front-line support on pipeline and tools issues◇ Writing user and technical documentation◇ Collaborating daily with managers, producers, supervisors and IT people |
| Mar. '21 – Dec. '21 | <i>Pipeline TD on the animated series “Arctic Friends” and “Puffins”</i> <ul style="list-style-type: none">◇ Build the studio pipeline tools from the ground-up◇ Designed and implemented tools for Shotgrid, Resolve and Maya◇ Standardized and automatized already established procedures |
| Rome, Italy
Dec. '17 – Apr. '18 | Rainbow CGI Animation Studios
<i>Assistant TD on the TV animation series “44 Cats”</i> <ul style="list-style-type: none">◇ Maintained and developed tools for Maya, Shotgun and Deadline◇ Provided front-line support on pipeline and tools issues◇ Improved statistics gathering on render farm and assets data◇ Integrated Shotgun on plugins of legacy portions of the pipeline◇ Helped asset exchange with Bardel Entertainment studio in Canada |
| Rome, Italy
Feb. '17 – Dec. '17 | Computational Visual Design Laboratory (CVDLAB), University of Roma Tre
<i>Research fellow, Bachelor thesis work</i> <ul style="list-style-type: none">◇ Main focus on boolean operations and volumetric segmentation◇ Spoke at JuliaCon 2018 about the lab's projects |

EDUCATION

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| Stuttgart, Germany
Apr. '18 – Feb. '21
GPA: 3.5, (Note: 1.9) | Universität Stuttgart
<i>M.Sc. Computer Science, Visual Computing</i>
Thesis title: “Visual Exploration Of Light Transport In Path Tracing” |
| West Lafayette,
Indiana, USA
Aug. '19 – Dec. '19 | Purdue University
<i>Exchange student with Scholarship</i>
Majoring in Animation, Awarded with Dean's List and Semester Honors
Volunteered as Pipeline TD in the student-lead animation studio. |
| Rome, Italy
Oct. '14 – Oct. '17
Final Grade: 102/110 | University of Roma Tre
<i>B.Sc. Computer Engineering</i>
Thesis title: “Parallel Julia implementation of a geometric kernel for boolean operations based on the LAR scheme” |

TECHNOLOGIES

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| Production software: | Maya, Shotgrid, Resolve, Unity, Renderman, Arnold, Nuke, Houdini |
| Programming languages: | Python, Modern C++, Javascript, GLSL, SQL, Bash |
| Frameworks and tools: | Git, OpenGL 4.x, Qt6, Embree, Dear ImGui |