

Giulio Martella

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EXPERIENCE

Rome, Italy
Dec. '17 – Apr. '18

Rainbow CGI Animation Studios

Assistant TD on "44 Cats"

- ◇ Maintained and developed tools to support a 60+ artists pipeline.
- ◇ Provided front-line support on pipeline and tools issues.
- ◇ Used Maya, Xgen, Nuke, Vray, Shotgun and Deadline on Linux machines.
- ◇ Optimized Shotgun queries achieving a speedup on several tools.
- ◇ 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

Research fellow, Bachelor thesis work

- ◇ Main focus on boolean operations and volumetric segmentation.
- ◇ Spoke at JuliaCon 2018 about the lab's projects.

EDUCATION

West Lafayette,
Indiana, USA
Aug. '19 – Dec. '19

Purdue University

Exchange student with Scholarship

Majoring in Animation, Awarded with Dean's List and Semester Honors

Stuttgart, Germany
Apr. '18 – Present

Universität Stuttgart

M.Sc. Computer Science

Majoring in Visual Computing

Rome, Italy
Oct. '14 – Oct. '17
Final Grade: 102/110

University of Roma Tre

B.Sc. Computer Engineering

Thesis title: "Parallel Julia implementation of a geometric kernel for boolean operations based on the LAR scheme"

VOLUNTEER EXPERIENCE

West Lafayette,
Indiana, USA
Oct. '19 – Present

Blackhole Studios

Lead Pipeline TD

- ◇ Helped in the creation of a student-lead animation studio at Purdue.
- ◇ Developing and maintaining custom pipeline tools in a two-person team.
- ◇ Established the pipeline in collaboration with the other studio leads.
- ◇ Lead instructor for character animation.

TECHNOLOGIES

Maya: PyMEL, OpenMaya, PySide, MEL, modeling, surfacing, rigging, animation.

Nuke: Python API, basic 2D compositing.

Houdini: Particles and volumes manipulation with nodes, VOPs and VEX.

Other tools: Renderman RIS, Shotgun, Deadline, DaVinci Resolve.

Git: Several teamwork experiences.

GNU/Linux: Red Hat user since 2010.

Programming languages: Python, C++, GLSL, SQL, MEL, Julia.

Frameworks: OpenGL 4.5, Qt5, Embree.