Giulio Martella

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EXPERIENCE

Rome, Italy
Mar. '21 – Today

Galactus Studio
Pipeline TD on the animated series "Arctic Friends" and "Puffins".
◇ Building the studio pipeline tools from the ground-up.
◇ Designing and implementing tools for Shotgun, Resolve and Maya.
◇ Standardizing and automatizing already established procedures.
◇ Collaborating daily with managers, producers, supervisors and IT people.

Rome, Italy
Dec. '17 – Apr. '18

Rainbow CGI Animation Studios
Assistant TD on the TV animation series "44 Cats".
◇ 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 Entertaiment 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

Stuttgart, Germany
Apr. '18 – Feb. '21
GPA: 3.5, (*Note*: 1.9)

Universität Stuttgart
M.Sc. Computer Science, Visual Computing
Thesis title: "Visual Exploration Of Light Transport In Path Tracing"

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

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 – Dec. '19

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

Production software: Maya, Shotgun, Nuke, Resolve, Unity, Renderman, Houdini, Deadline.

Programming languages: Modern C++, Python, GLSL, SQL, Bash.
Frameworks and tools: Git, OpenGL 4.x, Qt5, Embree, Dear ImGui.