

Giulio Martella

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EXPERIENCE

Rome, Italy
Dec. '17 – Apr. '18

Rainbow CGI Animation Studios

Assistant TD

- ◇ 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
- ◇ Developed Deadline interfaces to improve usability for artists
- ◇ Improved statistics gathering on render farm and assets data
- ◇ Integrated Shotgun on plugins of legacy portions of the pipeline

Rome, Italy
Feb. '17 – Dec. '17

Computational Visual Design Laboratory (CVDLAB), Roma Tre

Research fellow

- ◇ Bachelor thesis work
- ◇ Improved LAR, a solid geometric modeling library
- ◇ Implemented the geometric kernel of LAR in Julia
- ◇ Main focus on boolean operations and volumetric segmentation
- ◇ Represented the lab at JuliaCon 2018
- ◇ Been mentor on LAR for new lab fellows

EDUCATION

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

Università degli Studi Roma Tre

B.Sc. Computer Engineering

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

TECHNOLOGIES

Maya:

- ◇ Deep understanding of its data structures and functioning
- ◇ Professional experience with PyMEL, OpenMaya, PySide and MEL
- ◇ Used as an end user on several personal projects

Nuke: Professional experience on its Python API. Used also as end user on personal projects

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

Git: Several teamwork experiences

GNU/Linux: Red Hat family user since 2010

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

Frameworks: OpenGL 4.5, Qt5

PERSONAL INTERESTS

I love cooking for me and my friends, especially dishes I have never cooked before.
From Scuba Diving to Kayaking, every activity which involves the sea enthalls me.
I find audio electronics very interesting. I built my own power amplifier.