

lorenzo celli

curriculum vitae

about me

I am junior computer scientist mainly interested in computer graphics and related fields. I was born and raised in Bologna, Italy, where I currently live and work.

work experience

devDept software 2020 - present

DevDept software is a software company based in Bologna, Italy, that develops CAD frameworks for .NET using C#. I joined the company as a work-study student three years ago and have had the opportunity to work on various projects, ranging from CNC simulators to tessellation algorithms.

ECMWF 2019

During April 2019 I took part, with the help of CINECA and CNR, to the summer of weather code, a programme run by ECMWF (European Centre for Medium-Range Weather Forecasts) to develop innovative, open-source software. I worked with ECMWF once more in November 2019, this time to create some animations that were displayed at the annual AGU (American Geophysical Union) meeting.

CINECA 2018

During and after high school, I worked as an intern for CINECA (the largest Italian computing centre) as a Python programmer. My primary responsibility was to assist in the development of BVTK, an add-on for Blender that enables integration with the scientific visualization library VTK (the source is available online).

Chialab 2018

Chialab is a graphic design studio based in Bologna. I worked there as an intern for a few months during the summer of 2018 and 2019, mainly working as a web developer on two web applications that were never released. Starting out from the experience at Chialab, I developed the front-end and back-end of the website www.ilpuntoantico.it.

education

Bachelor in Computer Engineering
University of Bologna

Broad-spectrum engineering education focused on strong design and operational skills. This includes: a solid physical and mathematical preparation; methodological, technical, and operational aspects of all main computer science disciplines; solid understanding of the subjects underlying electronic engineering, automation, and telecommunications.

- Final mark: 110/110 cum laude
- Thesis: Tessellation of boundary represented CAD models (B-Rep)
- Supervisor: Prof. Giulio Casciola

Exchange Program
University of Technology Sydney

Thanks to a scholarship offered by UniBo as a part of their Overseas program, in 2021/2022 I studied abroad for an entire year (however, due to the COVID pandemic, the first six months of the program were conducted remotely).

I chose the University of Technology Sydney, where I studied various subjects, including: Introduction to Computer Graphics, Introduction to Data Analytics, Introduction to Computational Intelligence.

IT Technical Institute
IIS. Odone Belluzzi Fioravanti

Prior to university, I attended the IIS. Odone Belluzzi Fioravanti technical school choosing the curriculum focused on computer science.

- Final mark: 100/100 cum laude

skills

- Computer graphics
Expertise in computer graphics algorithms, techniques and technologies. Familiarity with CAD, 3D modeling, and scientific visualization softwares.
- Web development
Knowledge of HTML, JS, CSS, PHP, SQL. Familiarity with the 3D library Three.js.
- Programming
Proficient with C# and Python, familiar with C++, C, Java.
- Language
English C1 (IELTS), Italian mother tongue.

contacts

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