Luca Morreale

Research interest

I am a PhD candidate working at the intersection of computer graphics, geometry processing and machine learning. My main interests lie in surface representation for artistic content generation and manipulation.

Education

2019-Now
PhD in Computer Science
University College London (UCL)
Advisor: Niloy J. Mitra
Expected graduation Dec. 2023

2015-2017
MSc. in Computer Science and Engineering
Politecnico di Milano, Milan, Italy

2012-2015
BSc. in Computer Science and Engineering
Politecnico di Milano, Milan, Italy

Experience

2021 June-Aug.
Research Internship at **Adobe**
Convolutional surface representation for geometry manipulation

2019 April-Sept.
Research Assistant at **Università della Svizzera Italiana**
Point cloud convolution for classification and correspondence

2018-2019
Research Assistant at **Politecnico di Milano**
Real-time point cloud semantic simplification for 3D scene reconstruction

Publications

Neural Surface Maps   Poster
Morreale L., Aigerman N., Kim V., Mitra N. J.
Computer Vision and Patter Recognition (CVPR) 2021

Dense 3D Visual Mapping via Semantic Simplification   Poster
Morreale L., Romanoni A., Matteucci M.
International Conference on Robotics and Automation (ICRA) 2019

Predicting the Next Best View for 3D Mesh Refinement   Oral
Morreale L., Romanoni A., Matteucci M.
International Conference on Intelligent Autonomous Systems (IAS-15) 2018

Learning and mining player motion profiles in Physically Interactive Robo-games
                                                             Journal
Oliveira E.L.S., Orrù D., Morreale L., Nascimento T.P., Bonarini A.
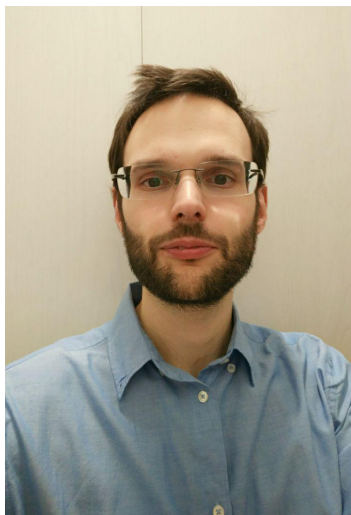Special Issue of Future Internet on Human-Robot Interaction 2017

Contact
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Languages
Italian, English

Programming
Python, C, C++
LaTeX
Pytorch

Links
Website
Github
Scholar