Will Gallia

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Employment

Polkima, Izmir
General Computer Programmer 05.2012 - 10.2012

Working at this fibreglass factory, I worked on various computing problem, such a programming a Comau industrial robot in the PDL2 domain specific language to trim tractor engine hoods. I also wrote a number of tools in Excel VBA to automate invoice generation, product verification and other accounting tasks.

Matt Watkins Design, London
iOS Programmer 05.2012 - 10.2012

I was the sole developer for Würfel-Mosaik, a digital version of the classic Swiss children's game of the same name. The iPhone/iPad application makes considerable use of iCloud, Core Graphics and social networking APIs.

Hellicar & Lewis, London
Interaction Designer 06.2012 - 08.2012

I worked in a team of three developers creating Triptych, a set of interactive installations showcasing Intel's new range of processors. Interaction was through a Microsoft Kinect sensor and large projections. The projects were programmed in C++ & GLSL and used openFrameworks. The project was open source.

greyworld, London
Computer Programmer 07.2010 - 09.2010

As a summer job, I programmed real-time generative visuals for London based art collective greyworld and advertising agency Ogilvy. The project was built with Processing.

Dursley Swimming Pool and Sports Centre, Gloucestershire
Lifeguard 07.2007 - 01.2008

Teaching Experience

Goldsmiths College, London
Lab Assistant 01.2013 - 03.2013

I assisted in the 1st year BSc and MA programming labs, helping students learn Java in the Processing environment and C++ with openFrameworks.

Swanlea School, Whitechapel, London
Assistant Teacher 03.2011 - 04.2011

As part of the TDAs Student Associate scheme, I worked alongside teachers in both the Science and Maths departments, teaching students preparing for their GCSEs.

Education

Goldsmiths College, London
PhD Computational Arts & Technology 01.2014 - Present

Imperial College, London
MSc Computing - Visual Information Processing (Merit) 10.2012 - 09.2013

Dissertation: *Neighbourbood Approximation Forest based Segmentation*

Goldsmiths College, London
BSc Creative Computing (First w/ Undergraduate Prize) 09.2009 - 05.2012

Dissertation: *Construct: Voxel based visual hulls*

Clifton College, Bristol
Peter Brook (All Round) Scholarship 09.2002 - 06.2007

A-Level: Maths: A, Physics: A, Chemistry: B
GCSE: 4 A*, 5 A, 2 B

SKILLS

Computer Programming

I have experience programming in a number environments and I am familiar with a range of tools. For realtime work I primarily work in **C++**, using OpenGL and possibly utilising libraries such as **openFrameworks** or **Cinder**. I am proficient in **Java** and intimately familiar with **Processing**. I have experience implementing machine learning and signal processing algorithms in **GNU Octave**/**MATLAB** and **Python**. For mobile applications i like to use iOS with **Objective-C**. I have also worked in the back and front end of the web domain, using languages such as **JavaScript**, **PHP** and technologies such as **MySQL** and **CouchDB**. I have an interest in embedded programming where I usually write firmware in **C**, though I frequently use the **Arduino** to prototype. I like to use **git**.

INTERESTS

Cycling: London → Munich (solo), route: http::/where.is.wgallia.com

German: European Common Framework Level A2

LANGUAGES

English & Turkish

REFERENCES

Dr. Daniel Rueckert, Tutor: d.rueckert@imperial.ac.uk

Dr. Mick Grierson, Tutor: m.grierson@gold.ac.uk

Matt Watkins: info@wurfelmosaik.com