Will Gallia

CONTACT   wgallia@gmail.com   http://wgallia.com   +447944137483

EMPLOYMENT

Goldsmiths College, London

Research Assistant   01.2014 - 11.2014

I was awarded a full PhD studentship in Computational Art & Technology. The first six months were spent working in a partnership with five London based startups through London Fusion, where I worked on a variety of tools and applications, mostly using Python. Later the focus of the work moved on to machine learning audio and images in order to generate media.

Polkima, Izmir

Computer Programmer   10.2013 - 01.2014

I resolved various computing problems for Polkima, a glass reinforced plastics producer in Turkey. This involved programming a Comau industrial robot in the PDL2 domain specific language to trim tractor engine bonnets. I also wrote multiple 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

I worked on real-time generative visuals for London based art collective greyworld and advertising agency Ogilvy. The project was built with Processing.

EDUCATION

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

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

Clifton College, Bristol
Peter Brook (All Round) Scholarship   09.2002 - 06.2007
A-Level: Maths: A, Physics: A, Chemistry: B

TEACHING
EXPERIENCE

Goldsmiths College, London

Teaching Assistant   01.2013 - 11.2014

I have assisted at all undergraduate level courses, such as Introduction to Programming using Processing, Maths and Perception & Multimedia Computing. I have also helped in MA programming labs, teaching C++ with openFrameworks.

SKILLS	**Audio Visual Computer Programming**
	I have programming experience in a number of environments and I am familiar with a wide range of tools. For realtime projects I primarily work in **C++**, using OpenGL (**GLSL**) and possibly utilising libraries such as **openFrameworks** or **Cinder**. For mobile applications I like to use iOS with **Objective-C**. I have considerable experience working with audio at the buffer.
	Web based Programming
	I have worked in the back and front end of the web domain. I recently won the Spotify prize for a **Javascript** based music mixing application at the London Music Hackday. I have also built database driven serverside applications with **Python** using django and also with **PHP**. I have experience with a range of databases, from **MySQL**/**Postgres** to **MongoDB**.
	Machine Learning
	I have experience in implementing machine learning and signal processing algorithms in **GNU Octave**/**MATLAB** and **Python**. At a postgraduate level, I have researched various modern techniques for learning and prediction.
	Embedded Programming and Electronics
	I have an interest in embedded programming where I usually write firmware in **C**. I frequently use the **Arduino** to prototype, though I have also built projects from the ground up.
INTERESTS	**Cycling**: London → Munich (solo), route: http://where.is.wgallia.com
	German: European Common Framework Level A2