

Will Gallia

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EMPLOYMENT	Goldsmiths College, London <i>Research Assitant</i> 01.2014 - 11.2014 I was awarded a full PhD studentship in Computational Art & Technology to research and develop tools to easily deploy computer programs. The first six months were spent working as a consultant to five London based startups through London Fusion , where I worked on a variety of tools, mostly using Python. Later the focus of the work moved on to machine learning audio and images in order to generate media.
	Matt Watkins Design, London <i>iOS Programmer</i> 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 <i>Interaction Designer</i> 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 <i>Computer Programmer</i> 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.
TEACHING EXPERIENCE	Goldsmiths College, London <i>Teaching Assistant</i> 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.
	Swanlea School, Whitechapel, London <i>Assistant Teacher</i> 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 at GCSE level.
EDUCATION	Imperial College, London <i>MSc Computing - Visual Information Processing (Merit)</i> 10.2012 - 09.2013 Goldsmiths College, London <i>BSc Creative Computing (First w/ Undergraduate Prize)</i> 09.2009 - 05.2012 Clifton College, Bristol <i>Peter Brook (All Round) Scholarship</i> 09.2002 - 06.2007 A-Level: Maths: A, Physics: A, Chemistry: B

SKILLS

Computer Programming

I have experience programming in a number of 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**, **MongoDB** 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