

Will Gallia

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EMPLOYMENT **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
Computer Programmer 06.2012 - 08.2012
I worked in a team of three developers creating [Tryptych](#), 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 **Imperial College**, London
MSc Computing - Visual Information Processing (Merit) 10.2012 - 09.2013
Dissertation: *Neighbourhood 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