

# Will Gallia

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PROFILE	I am a 23 year programmer living in London. I was brought up in Turkey, schooled in Bristol and spent a year in Manchester before coming to London, where I pursued an education in Computing, focusing on the creative possibilities of programming.	
EXPERIENCE	<b>Goldsmiths College, London</b> <i>Lab Assistant</i>	02.2013 - Present
	I was invited to return to Goldsmiths to assist in the 1st year programming labs, where the students are taught Java in the Processing environment.	
	<b>Matt Watkins Design, London</b> <i>iOS Programmer</i>	05.2012 - 10.2012
	I was the sole developer for Wrfel-Mosaik, a digital version of the classic Swiss children's game of the same name.	
	<b>Hellicar &amp; Lewis, London</b> <i>Computer Programmer</i>	06.2012 - 08.2012
	I worked in a team of three developers creating <a href="#">Tryptych</a> , 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.	
	<b>Swanlea School, Whitechapel, London</b> <i>Assistant Teacher</i>	03.2011 - 04.2011
	As part of the TDAs Student Associate scheme, I worked along side teachers in both the Science and Maths departments.	
	<b>greyworld, London</b> <i>Computer Programmer</i>	07.2010 - 09.2010
	As a summer job, I programmed real-time generative visuals for London based art collective <a href="#">greyworld</a> . During this project I worked alongside greyworld's founder, Andrew Shoben and advertising agency Ogilvy, programming their ideas.	
	<b>Dursley Swimming Pool and Sports Centre, Gloucestershire</b> <i>Lifeguard</i>	07.2007 - 01.2008
	<b>Capone's Nightclub, Dursley, Gloucestershire</b> <i>Bartender</i>	07.2007 - 07.2008
EDUCATION	<b>Imperial College, London</b> <i>MSc Computing</i>	10.2012 - Present
	<b>Goldsmiths College, London</b> <i>BSc Creative Computing</i>	09.2009 - 05.2012
	First Class Honours	

Awarded Undergraduate Prize

**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 of languages and environments. At University I program in Java, C, C++ and GNU Octave for projects ranging from multi-threaded servers to computer vision to digital signal processing. Outside of University, I work on websites and other projects using languages such as Python, JavaScript, PHP and MySQL.

I have great experience working with graphical languages such as Processing, and libraries such as openFrameworks as well as OpenGL and GLSL.

### System Administration

I run a Linux webserver and host websites for myself and friends, through this I am very comfortable in the UNIX shell and emacs editor.

### Graphic Design

I have many years of experience with Adobe tools such as Photoshop and Illustrator. I can also comfortably work in 3D environments such as Blender.

## RECENT WORK

### Visualising the London Underground

For a project in a graphics course at University, I visualised real Underground journeys published by Transport for London. I programmed this in OpenGL, where every journey was stored as a pixel in a buffer object and transformations were applied by the GPU using GLSL.

### Fabricate

[Fabricate](#), which is running my personal website, creates dynamic websites from text files, where 100% of the content is generated on the client side. Features include navigation via a command line and automatic pushing of content. It was made using JavaScript, Python and shell scripts.

### Pedro & Sybil

For a second year project at University, I built and programmed a plotter (Pedro) and also wrote an accompanying piece of software to control it (Sybil). Full details, images, videos and code can be seen at: [pedroandsybil.com](http://pedroandsybil.com). The plotter is controlled via a USB port on a laptop, where users can preview and manipulate the text/images before they are drawn. The software is native Mac OS X application programmed in C++/Objective-C using Cocoa and openFrameworks. The plotter's firmware is programmed directly in C. All source code is open.

I recently won the first prize in the Goldsmiths Computing department art competition, my entry can be seen at [wgallia.com#!adventuresinsine](http://wgallia.com#!adventuresinsine).

## REFERENCES

**Dr. Mick Grierson**, Tutor: [m.grierson@gold.ac.uk](mailto:m.grierson@gold.ac.uk)

**Matt Watkins**: [matt@hofv.com](mailto:matt@hofv.com)