

CURRENT POSITION

PhD Student, Computer Science
Sapienza University of Rome, Italy
2013-now
Advisor: Fabio Pellacini
Thesis: Rendering and Editing Multilayer Materials

PUBLICATIONS

cSculpt: A System for Collaborative Sculpting
Submitted at ACM Transaction in Graphics (SIGGRAPH) 2016

SculptStat: Statistical Analysis of Digital Sculpting Workflows
Christian Santoni, Claudio Calabrese, Francesco Di Renzo, Jonathan D. Denning, Fabio Pellacini
To be submitted at IEEE TVCG
Pre-print: <http://arxiv.org/abs/1601.07765>

Applm: Linear Spaces for Image-based Appearance Editing
Francesco Di Renzo, Claudio Calabrese, Fabio Pellacini
ACM Transaction in Graphics (SIGGRAPH Asia) 2014
Link: <http://goo.gl/WhRI2v>
Videos: <http://youtu.be/v1i9OjbBFQc> - <http://youtu.be/llKyGES1RLM>

EDUCATION

Ms, Computer Science
Sapienza University of Rome, Rome, Italy
2011-2013
Advisor: Fabio Pellacini
Thesis: Multilayer Material Painting
Honors: 110/110 cum laude

Bs, Computer Science
Sapienza University of Rome, Rome, Italy
2006-2010
Advisor: Marco Schaerf

RELEVANT COURSEWORKS

Sapienza University of Rome:
Programming, Digital Design, Computer Network Fundamentals, Programming Languages, Computer Architecture, Algorithms and Data Structures, Concurrency Theory, Databases, Operating Systems, Digital Image Processing, Computer Vision, Computer Graphics

AWARDS

Best Game Award
Indie Speed Run, Rome Edition, 2013
2013
Develop an action multiplayer game with Unity3D

EXPERIENCE

Mobile and Web Developer

Luiss Enlabs and The Hub Incubators, Rome, Italy

2012-2013

Worked for a number of startups as web and mobile developer. Tasks included geolocalized data management, client server services, responsive templates and user interaction analysis and scripting

Mobile Developer

3WLab, Rome, Italy

2010-2011

Mobile reader and Digital Library App for iOS for Sole24Ore

Mobile Developer

3WLab, Rome, Italy

2010-2011

Built an interactive plots management system for pollution data monitoring, via iOS systems

TECHNICAL EXPERIENCE

Languages:

C, C++, Objective C, Python, Shading Languages and GLSL

Technologies:

OpenGL, Bash Scripting, Git, MySQL

Applications:

Unity3D, Maya, Blender, Photoshop

Knowledge of:

Php, Java, Javascript, HTML, CSS

INTERESTS

Research Interests

Rendering, representation and editing of appearance

Current Hobbies

Game programming, digital painting, photo editing