

CURRICULUM VITAE

TOMMASO URLI

PERSONAL DATA

Address: Via Cividina 50,
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E-mail: tommaso.urli@gmail.com
Born: Gemona del Friuli (Udine),
on March, 11th 1985
Nationality: Italian



EDUCATION

Now Ph.D. student in Computer Engineering at DIEGM (Department of Electrical, Business and Mechanical Engineering), University of Udine, Italy.

Working on meta-heuristics for the resolution of combinatorial optimization problems. Supervised by Dott. Luca Di Gaspero.

March 2011 Scored 104/120 in TOEFL iBT on March 2010 (28/30 reading and listening, 23/30 speaking, 25/30 writing).

March 2010 Master Degree (M.Sc.) in Computer Science at University of Udine, with the thesis "*Accurate Evaluation of Visual Properties over a Virtual Camera*" (106/110). Supervised by Dott. Roberto Ranon.

- From September 2008 to March 2010 Master CS course at University of Udine, Italy.
- From January 2008 to June 2008 Scholarship experience at Lunds Universitet (Sweden). Courses attended: *C++ Programming, Advanced Rendering and Shading, Computational Geometry and Game Engine Technology.*
- October 2007 Bachelor's Degree (B.Sc.) in Computer Science at University of Udine, with the thesis "*Use of the MVC pattern for the development of a web application*" (97/110). Supervised by Prof. Claudio Mirolo.
- From September 2004 to October 2007 Bachelor CS course at University of Udine, Italy.
- July 2004 High School Diploma (83/100).
- February 2004 Level 1 Certificate in English, Cambridge First Certificate Grade C, Council of Europe Level B2.
- From September 1999 to June 2004 High School studies at Liceo Scientifico L. Magrini, Gemona del Friuli (Udine), Italy.

WORK AND RESEARCH ACTIVITIES

- From September 2010 to December 2010 Research fellow ("*assegnista di ricerca*") at University of Udine, Human-Computer Interaction Laboratory (HCILab). Research project about the use of virtual camera control for the visualization of architectural environments.
- From May 2010 to August 2010 Research fellow ("*assegnista di ricerca*") at University of Udine, Human-Computer Interaction Laboratory (HCILab). Research project about the use of virtual camera control in serious games for training.

March 2010	Published article " <i>Accurately Measuring the Satisfaction of Visual Properties in Virtual Camera Control</i> ", in Proceedings of SG 2010: 10th international symposium on Smart Graphics , Lecture Notes in Computer Science 6133, Springer Verlag, Berlin Heidelberg, June 2010, pp. 91-102.
	Article co-authored by Roberto Ranon and Marc Christie.
From 2004 to 2008	Freelance web developer at Tunkie.net (frozen), together with Paolo Lunazzi. Developed using MySQL, PHP, Perl, JavaScript and CSS.
Late 2007	Worked as a web developer (PHP) at Itaca Informatica for two months.
Early 2007	Worked as an internship web developer (Perl) at Italpro for two months.

RESEARCH AND PROGRAMMING PROJECTS

cpplex	A multi-platform, self-contained, open-source, implementation of the simple algorithm in C++, and a vector math library to power it.
	The code is released under the GNU GPL (v3) license and hosted on Google Code.
cpp-stopwatch	A simple multi-platform stopwatch to profile C++ code through <i>instrumentation</i> .
	The code is released under the GNU GPL (v3) license and hosted on Google Code.
CamLib	I'm working together with Roberto Ranon on a virtual camera control library (C++ and C#) based on the Particle Swarm Optimization (PSO) algorithm.

EasyPSO	I'm working, in the spare time, with Luca Di Gaspero to a flexible and general-purpose PSO implementation in C++ and C#.
CEL	<p>I'm working, together with Roberto Ranon and Marc Christie on a language for the evaluation of visual properties over virtual cameras.</p> <p>The work is based on the ideas described in <i>Accurately Measuring the Satisfaction of Visual Properties in Virtual Camera Control</i> (see attachment).</p> <p>The code is released under the LGPL license and hosted on Google Code.</p>

LANGUAGE KNOWLEDGE

Italian	Native language level, good writing skills.
English	Good reading, listening and writing skills, fair speaking skills. Latest certification: 104/120 in TOEFL iBT on March 2010 (28/30 reading and listening, 23/30 speaking, 25/30 writing).

COMPUTER SKILLS

Operating Systems	I adopted MacOS and Linux as my daily work operating systems. I keep alive a personal home server to manage backups, code versioning and other tools that I need for my daily work. I use Windows for work and games.
Programming Tools	Most of the software I wrote was developed on common Visual Studio, Xcode or plain editors (Gedit, TextMate) plus Make. I have used Subversion and Mercurial for source code management.

Programming Languages	I am quite agnostic about programming languages, but I really like to program with C++ and C#.
Other Languages	I have used XHTML, CSS, JSON, JavaScript, Perl and SQL for personal works, I had some experience with Python for academic projects.
Libraries and Frameworks	I have worked with several proprietary and open source graphic libraries like OpenGL, Ogre, XNA and some internal University libraries developed by Lunds Universitet.
Databases	I have worked with MySQL in the past. I am now using a NoSQL database called MongoDB.

OTHER INTERESTS

Photography	I like to take photographs when I have time to do it, my shots are published on Flickr.
Reading, Cinema	I read a good amount of books, usually science-fiction, old adventure books or tech books. I have a passion for cinema. I love playing video games.
Music	I really like music and I'm learning to play drums.
Sports	I like to take long mountain excursions and jogging. I play basketball every week with a group of friends and skiing in the winter season.
Volunteering	I am a member of the youth division of Italian Red Cross since 2009 and a blood donor (AFDS).
Home-brewing	In am involved in a home-brewing project with a friend.