



Filippo Maggioli

Postdoctoral researcher



8 August 1995



Via per Campagnano 54,
00060 Sacrofano, Rome, Italy



+39 3385814612



<https://www.filippomaggioli.com/>



maggioli.filippo@gmail.com

Short bio

I obtained my Master's (in 2019) degree in Computer Science at Sapienza, where I also obtained my Ph.D. in Computer Graphics (in 2023).

I'm a videogame enthusiast and passionate about tabletop games. I am into history and science fiction, and I love miniature painting and chess, but I really am a beginner in both.

Skill

team work

supervision

communication

problem solving

research

computational geometry

algorithm design

teaching

C-C++

graphics programming

GPU & parallel programming

(*)[The skill scale is from 0 (Fundamental Awareness) to 5 (Expert).]

about me

I am a Postdoctoral Researcher at *University of Milano-Bicocca*, where I am a member of the *DIG AIR* research lab led by Simone Melzi. Previously, I was a Postdoctoral Researcher at *Sapienza – University of Rome* in the *GLADIA* research lab led by Emanuele Rodolà, and a Research Intern at the *King Abdullah University of Science and Technology (KAUST)* in the *VCC* research lab led by Peter Wonka. I received my Ph.D. in Computer Science at *Sapienza – University of Rome* (2023), where I also graduated in Computer Science (2019).

I work on geometry processing, spectral geometry, and 3D shape analysis, but I am an active researcher also in other fields of computer graphics, such as procedural shading and physical simulation. I regularly serve in the program committee of international conferences as chair and reviewer, and I maintain worldwide collaborations with researchers from other institutions and countries.

education

2019–2023	Ph.D. in Computer Graphics <i>Scalable geometry processing for computer graphics applications</i>	Sapienza – University of Rome
2018–2019	M.Sc. in Computer Science <i>Time-efficient function reconstruction via Laplacian eigenproducts</i>	Sapienza – University of Rome
2014–2017	B.Sc. in Computer Science <i>Modeling of biological pathways with systems of differential-algebraic equations</i>	Sapienza – University of Rome

selected publications

2021	Orthogonalized fourier polynomials for signal approximation and transfer <u>Filippo Maggioli, Simone Melzi, Maksim Ovsjanikov, Michael M. Bronstein, Emanuele Rodolà</u>	Computer Graphics Forum
2022	MoMaS: Mold Manifold Simulation for real-time procedural texturing <u>Filippo Maggioli, Riccardo Marin, Simone Melzi, Emanuele Rodolà</u>	Computer Graphics Forum
2023	A physically-inspired approach to the simulation of plant wilting <u>Filippo Maggioli, Jonathan Klein, Torsten Hädrich, Emanuele Rodolà, Wojtek Pałubicki, Sören Pirk, Dominik L. Michels</u>	SIGGRAPH Asia

academic records

2020–2022	Avvio alla ricerca Research grant for young researchers and Ph.D. students.	Sapienza – University of Rome
2021	Session chair Chairing of the <i>Rendering</i> session at STAG 2021.	Smart Tools and Applications in Graphics

experience

2023 – Now	Postdoctoral researcher	University of Milano-Bicocca
2024 – Now	Adjunct professor	Pegaso University
2023	Postdoctoral researcher	Sapienza – University of Rome
2022 – 2023	Research internship	King Abdullah University of Science and Technology
2021	Teaching assistant	Sapienza – University of Rome