



# Filippo Maggioli

Postdoctoral researcher



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## 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

problem solving

research

computational geometry

algorithm design

teaching

C-C++

graphics programming

GPU & parallel programming

## about me

I am a Postdoctoral researcher at *University of Milano-Bicocca*, under the supervision of professor Simone Melzi.

I am a *Computer Graphics* enthusiast, and this makes me love to explore any related field, from *Geometry Processing* to *Procedural Shading*.

I strongly believe that knowledge is not modular and made of compartments. Instead, I deem that many connections exist, not only between fields of the same area but also between entirely different disciplines. I put a lot of effort into finding these correlations and trying to make my works the most interdisciplinary as possible.

For the same reason, I also like to span other research areas in Computer Science. Other fields that fascinate me are *Linear Algebra*, *Numerical Simulations* and *GPU Algorithms*.

I am a staunch supporter of hardcore programming, and I like my code well organized and strongly optimized. I firmly believe in the open-source paradigm and like contributing to the vast community whenever I can.

## 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. magna cum laude Majoring in Computer Science	Sapienza – University of Rome
2014–2017	B.Sc. magna cum laude Majoring in Computer Science	Sapienza – University of Rome

## selected publications

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

Present	Postdoctoral researcher	University of Milano-Bicocca
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

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