

Loïc CICCONE

PROFESSIONAL EXPERIENCE



- Aug. 2015 - Jan. 2019 **Research Assistant, *ETH Zurich (Switzerland)***
- Developed interfaces and algorithms for the intuitive control of animated scenes.
 - Worked in collaboration with Disney Research Zurich.
 - Resulted in publications listed hereafter.
 - Implemented several Maya plugins in C++/Qt, and an iOS app in Unity/C#.
 - Was a Teacher Assistant for the ETH course 'Game Programming Laboratory'.
 - Supervised by Prof. Robert W. Sumner.
- June - Aug. 2017 **R&D Intern, *Walt Disney Animation Studios (L.A., USA)***
- Developed a flexible inverse kinematics system.
 - Implemented it as a Maya plugin in C++/Qt.
 - Supervised by Dmitriy Pinskiy and Ricky Arietta.
- Sep. 2014 - Feb. 2015 **Research Intern, *Disney Research Zurich (Switzerland)***
- Developed a system to cut out shapes from 3D meshes while ensuring stability.
 - Implemented it in C++/Qt/OpenGL.
 - Supervised by Prof. Bernhard Thomaszewski.
- July - Dec. 2013 **R&D Intern, *Dassault Systèmes (France)***
- Developed a real-time texturing method for objects scanned with a RGBD sensor.
 - Implemented it in C++/OpenCV.
 - Supervised by Vincent Guitteny.

EDUCATION



- Aug. 2015 - Jan. 2019 **Dr. Sc. in Computer Graphics, *ETH Zurich (Switzerland)***
Title: Intuitive Control of Animated Scenes. Supervisor: Prof. Robert W. Sumner.
- Jan. - May 2014 **Exchange semester, *Carnegie Mellon University (Pittsburgh, USA)***
Attended computer graphics and character animation courses taught by Prof. Jessica Hodgins and Prof. Nancy Pollard.
- Sep. 2012 - July 2015 **M. Sc. in Computer Science, *Grenoble Institute of Technology - Ensimag (France)***
Major: Computer Graphics and Imagery. Advisor: Prof. Marie-Paule Cani.
- Sep. 2011 - Aug. 2012 **B. Sc. in Mathematics, *Grenoble Institute of Technology - Ensimag (France)***
Major: Applied Mathematics and Computer Science.
- Sep. 2008 - Aug. 2011 **French "Classes préparatoires", *Lycée Claude Fauriel (France)***
Intensive program in Mathematics and Physics.

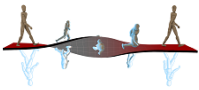
COMPUTER KNOWLEDGE

O.S.: Windows, Linux
Coding (mastering): C++/C#, Maya API, Qt
Coding (knowledge): Java, C, MEL, HTML, GLSL, Assembly (x86)
Software: Maya, Unity, Matlab, After Effects, Premiere, Photoshop

LANGUAGE SKILLS

French: Native language
English: Proficient
Italian, German: Beginner

PUBLICATIONS



Multi-Reality Games: an Experience Across the Entire RVC

Loïc Ciccone*, Llogari Casas*, Gökçen Çimen, Pablo Wiedemann, Matthias Fauconneau, Robert W. Sumner, Kenny Mitchell
In *Virtual-Reality Continuum and its Applications in Industry 2018*



PuppetPhone: Puppeteering Virtual Characters Using a Smartphone

Raphael Anderegg, Loïc Ciccone, Robert W. Sumner
In *Motion Interaction and Games 2018*



Authoring Motion Cycles

Loïc Ciccone, Martin Guay, Maurizio Nitti, Robert W. Sumner
In *Symposium on Computer Animation 2017*



Flow Curves: an Intuitive Interface for coherent Scene Deformation

Loïc Ciccone, Martin Guay, Robert W. Sumner
In *Pacific Graphics 2016*

INTERESTS

Passionate about **Cinema**: the movie theater is my second home

Excited about **sports**: certified swimmer and table tennis player, 3rd kyu in aikido

Acquainted with **art production**: produced short movies (both live-action and animated), took 7 years of piano lessons.

References available upon request.