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Born on 10.04.1990
French citizen, Swiss permit C

Loïc CICCONE

PROFESSIONAL EXPERIENCE

Feb. 2020 - Present **Research Engineer**, *DisneyResearch|Studios (Switzerland)*
- Implement next generation face capture technologies (C++/Qt).
- Maintain and enhance the Digital Humans' group codebase and applications.
- Collaborate closely with ILM to apply our technology on upcoming movies.

Apr. 2019 - Jan. 2020 **Drone Shows Choreographer**, *Verity Studios (Switzerland)*
- Design and implement indoor drone shows for diverse types of events.
- Develop a framework and a GUI to easily create those drone shows (C++).

Aug. 2015 - Jan. 2019 **Research Assistant**, *ETH Zurich (Switzerland)*
- Develop interfaces and algorithms for the intuitive control of animated scenes.
- Implement Maya plugins in C++/Qt, and an iOS app in C#/Unity.
- Assist the teaching of the ETH course 'Game Programming Laboratory'.

June 2017 - Aug. 2017 **R&D Intern**, *Walt Disney Animation Studios (L.A., USA)*
- Develop a flexible inverse kinematics system (Maya plugin in C++/Qt).
- Supervised by Dmitriy Pinskiy and Ricky Arietta.

Sep. 2014 - Feb. 2015 **Research Intern**, *DisneyResearch|Studios (Switzerland)*
- Develop a system to cut out shapes from physically stable 3D meshes (in C++).
- Supervised by Prof. Bernhard Thomaszewski.

July 2013 - Dec. 2013 **R&D Intern**, *Dassault Systèmes (France)*
- Develop a real-time texturing method for 3D scanned objects (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.

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.

Jan. 2014 - 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. 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#, Qt, Maya API
Coding (knowledge):	Python, Java, C, MEL, HTML, GLSL, Assembly (x86)
Software:	Maya, Unity, Blender, After Effects, Premiere, Photoshop

LANGUAGE SKILLS

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

PUBLICATIONS

Intuitive Control of Animated Scenes
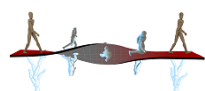Loïc Ciccone - PhD thesis, 2019
Examiners: *Robert W. Sumner, Markus Gross, Daniel Sýkora*

Tangent-Space Optimization for Interactive Animation Control
Loïc Ciccone, Cengiz Öztireli, Robert W. Sumner
In *Siggraph 2019*

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.

Enthusiastic **traveler**: love to explore the world and discover new cultures.

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

Acquainted with **art production**: produce short movies (both live-action & animated), took piano lessons.

References available upon request.