

Delio Vicini

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Education

- September 2017 — **PhD Student**, École Polytechnique Fédérale de Lausanne, Switzerland
now
Advisor: Prof. Dr. Wenzel Jakob
Topics: Rendering, machine learning, differentiable rendering
- 2015 — 2017 **M. Sc. in Computer Science**, ETH Zurich, Switzerland
Focus Track: Visual Computing
GPA: 5.92 / 6.00 (graduation with distinction)

Thesis: Gradient-Domain Volumetric Path Tracing (Advisors: Dr. Jan Novák,
Dr. Fabrice Rousselle, Prof. Dr. Markus Gross)
- 2012 — 2015 **B. Sc. in Computer Science**, University of Bern, Switzerland
Subjects: Computer Science 90 ECTS, Mathematics 60 ECTS, History 30 ECTS
GPA: 5.91 / 6.00 (Summa Cum Laude)

Thesis: Image Filtering using Halide and a new Denoising Algorithm for Gradient-
Domain Rendering (Advisor: Prof. Dr. Matthias Zwicker)

Publications

- 2019 M. Nimier-David*, D. Vicini*, T. Zeltner, W. Jakob, **Mitsuba 2: A Retargetable Forward and Inverse Renderer**, ACM Transactions on Graphics (Proc. SIGGRAPH Asia 2019), 2019, *joint first authors
- 2019 D. Vicini, V. Koltun, W. Jakob, **A Learned Shape-Adaptive Subsurface Scattering Model**, ACM Transactions on Graphics (Proc. SIGGRAPH 2019), 2019
- 2018 D. Vicini, D. Adler, J. Novák, F. Rousselle, B. Burley, **Denoising Deep Monte Carlo Renderings**, Computer Graphics Forum, 2018
- 2016 M. Manzi, D. Vicini, M. Zwicker: **Regularizing Image Reconstruction for Gradient-Domain Rendering with Feature Patches**, Computer Graphics Forum (Proc. Eurographics 2016), 2016

Professional Experience

June 2019 – October 2019	Research Intern (Facebook Reality Labs Graphics Team) Facebook
November 2016 – February 2017	Research Intern (Rendering Group) Walt Disney Animation Studios (in collaboration with and located at Disney Research Zurich)
July – September 2016	Research Intern (Rendering Group) Disney Research Zurich
Fall 2014 / Spring 2015	Teaching Assistant (Lectures: Analysis I/II) Mathematical Institute, University of Bern
Spring 2014	Teaching Assistant (Lecture: Computer Architecture) Institute of Computer Science, University of Bern

Technical Skills

Programming Languages/Frameworks	C++, Python, PyTorch, Tensorflow, CUDA, MATLAB, Halide, C#, OpenGL, GLSL, Java
Tools	Git, Maya, Blender, Nuke, Photoshop

Language Skills

German	Native Language
English	Proficient
French	Intermediate