

Giovanni Cocco

PhD Candidate



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github.com/iota97

personal

Giovanni Cocco
nationality: Italy
22/01/1997

programming

C/C++, Python, GLSL, Bash,
Javascript, Typescript.

technology

OpenGL, Vulkan, Qt, Unity,
Angular, RenderDoc, Git, $\LaTeX$
Blender, GIMP, Inkscape.

languages

Italian | mother tongue
English | C1 Advanced

EDUCATION

2024–present	PhD in Computer Science IN PROGRESS · Inria Nancy, France Topics: Anisotropic appearance, additive manufacturing, geometry processing.	
2022–2024	MSc in Computer Science 110/110 CUM LAUDE · University of Milan, Italy Thesis title: "Anisotropic Appearance Design and Rendering". Relevant courses: Computational geometry, Real-time computer graphics, 3D video games, Methods for image processing.	
2019–2022	BSc in Computer Science 110/110 CUM LAUDE · University of Padua, Italy Thesis title: "Progettazione e realizzazione di UI per WebApp tramite Angular e analisi degli utenti con Hotjar". Relevant courses: C++ programming, Web accessibility and UX, Theoretical CS, SW engineering.	

PUBLICATIONS

2026	Wave-Guided Field-Aligned Volume-Filling Curves GIOVANNI COCCO , XAVIER CHERMAIN Proceedings of the Symposium on Geometry Processing, 2026.
2026	AtomSlicer - Constant-Thickness Field-Aligned Non-Planar Slicing and Continuous Toolpaths for FFF GIOVANNI COCCO , VINCENT BELLE, ERIC GARNER, SYLVAIN LEFEBVRE, XAVIER CHERMAIN ACM Transactions on Graphics (Proceedings of SIGGRAPH), 2026.
2026	Field-Aligned Surface-Filling Curve via Implicit Stitching GIOVANNI COCCO , XAVIER CHERMAIN Proceedings of Eurographics, 2026.
2025	Towards Accessible Non-Planar FFF Using Triple Z-Axis Kinematics GIOVANNI COCCO , ERIC GARNER, VINCENT BELLE, CEDRIC ZANNI, XAVIER CHERMAIN Proceedings of the ACM Symposium on Computational Fabrication, 2025.
2025	Atomizer - Beyond Non-Planar Slicing for Fused Filament Fabrication XAVIER CHERMAIN, GIOVANNI COCCO , CEDRIC ZANNI, ERIC GARNER, PIERRE-ALEXANDRE HUGRON, SYLVAIN LEFEBVRE Computer Graphics Forum (Proceedings of the Symposium on Geometry Processing), 2025.
2024	Anisotropic Specular Image-Based Lighting Based on BRDF Major Axis Sampling GIOVANNI COCCO , CEDRIC ZANNI, XAVIER CHERMAIN Computer Graphics Forum (Proceedings of Pacific Graphics), 2024.

EXPERIENCE

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| 2024 | Master intern
INRIA NANCY · Vandœuvre-lès-Nancy, France 📍
During a six monthly internship with the team MFX I worked on the design, fabrication, and rendering of anisotropic materials. I designed a new algorithm for the rendering of such materials within real-time constraints and implemented a software solution for their design and visualization using C++, Qt, and Vulkan. |
| 2019–2023 | Open source contributor
PPSSPP · Remotely 📍
Contributed with more than 200 commits to PPSSPP, an open source C++ PSP emulator, with a particular focus on the user interface. |
| 2022 | Bachelor intern
SYNC LAB S.R.L. · Padua (PD), Italy 📍
During a two monthly curricular internship, I worked on the design and implementation of a Web App using Angular, Figma, and Stoplight. |

TEACHING

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| 2024 | Teaching assistant
UNIVERSITY OF MILAN · Milan (MI), Italy 📍
Teaching assistant for the laboratory classes of the freshman year programming course of the BSc in Computer Science. |
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PROFESSIONAL SERVICES

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| 2025 | Peer review
JCGT 2025. |
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