

NICOLÁS VIOLANTE GREZZI

nicolas.violante@inria.fr | linkedin.com/in/nicolas-violante-grezzi | github.com/nviolante25

EDUCATION

Inria, Université Côte d'Azur

PhD in Computer Science at GraphDeco group – Advised by George Drettakis

Sophia Antipolis, France

Nov. 2022 – present

École Normale Supérieure Paris-Saclay

MSc in Mathematics, Vision, and Learning (mention très bien)

Paris, France

Oct. 2021 – Oct 2022

Universidad de la República

Electrical Engineering – Advised by Alberto Bartesaghi and Federico Lecumberry

Montevideo, Uruguay

Mar. 2015 – Oct. 2020

EXPERIENCE

Inria

Research Intern

Sophia Antipolis, France

May 2022 – Sept. 2022

- Worked on generative adversarial networks (GANs) to synthesize photorealistic 3D models from 2D images

Digital Sense

Research Engineer

Montevideo, Uruguay

Nov. 2020 – Aug. 2021

- Improved image enhancement pipeline for large-scale HDR remote sensing imagery
- Held weekly meetings with QA to present progress and evaluate results

Research Intern

Oct. 2019 – Oct 2020

- Developed a workstation for semi-automatic industrial anomaly detection
- Deployed the station within the plant and engaged stakeholders in discussions aimed at optimizing its performance

Universidad de la República

Teaching Assistant (Volunteer)

Montevideo, Uruguay

Mar. 2018 – June 2018

- Workshop on Audio Processing: implement digital guitar effects (delay, wah-wah, flanger, etc) using PureData and a Raspberry

PUBLICATIONS

Physically-based Lighting of 3D Generative Models of Cars

N. Violante, A. Gauthier, S. Diolatzis, T. Leimkühler, G. Drettakis

2024

Computer Graphics Forum (Eurographics)

SERVICE

Reviewer

- Eurographics: Short Papers 2024

PROJECTS

Generative AI | Python, Pytorch

- Implemented several classic generative AI models: VAEs, VQ-VAEs, GANs, and Diffusion Models.
Code: github.com/nviolante25/generative

SKILLS

Programming: Python, Pytorch, Tensorflow, OpenCV, C/C++, Git, Slurm

Languages: Spanish (native speaker), English (C1), French (B1)