

Daniel Berio

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homepage: www.enist.org PhD project page: doc.gold.ac.uk/autograff

Other links: [Linked-in](#), [Vimeo](#), [Behance](#), [GitHub](#), [Research Gate](#)

Artist, developer and researcher from Florence, Italy. Currently finishing a PhD in Computing at Goldsmiths, University of London focused on the procedural generation of Graffiti art.

Academic achievements

Mixture Models and Applications

Book chapter: Interactive Generation of Calligraphic Trajectories from Gaussian Mixtures May '20
Authors: Daniel Berio, Frederic Fol Leymarie, Sylvain Calinon [Chapter link](#)

8th ACM/EG Expressive Symposium 2019

Paper: Sketching and Layering Graffiti Primitives GENOVA, ITALY
Authors: Daniel Berio, Paul Asente, Jose Echevarria, Frederic Fol Leymarie May '19
[Paper link](#)

The Tag Conference 2018

Keynote: Computational models of graffiti form. AMSTERDAM, THE NETHERLANDS
Authors: Daniel Berio, Frederic Fol Leymarie December '18

Computer Graphics Group, Mc Gill University

Seminar: Doing research on art, human and artificial intelligence, intersecting. MONTREAL, CANADA
Authors: Daniel Berio, Frederic Fol Leymarie May '18

Eurographics 2018

Short Paper: Expressive Curve Editing with the Sigma Lognormal Model DELFT, THE NETHERLANDS
Authors: Daniel Berio, Frederic Fol Leymarie, Réjean Plamondon April '18
[Paper link](#)

International Conference on Movement Computing (MOCO) 2017

Paper: Dynamic Graffiti Stylisation with Stochastic Optimal Control LONDON, UNITED KINGDOM
Authors: Daniel Berio, Sylvain Calinon, Frederic Fol Leymarie June '17
[Paper link, video and code](#)

Paper: Calligraphic Stylisation Learning with a Physiologically Plausible Model of Movement and Recurrent Neural Networks June '17
Authors: Daniel Berio, Memo Akten, Frederic Fol Leymarie, Mick Grierson, Réjean Plamondon
[Paper link and info](#)

International Graphonomics Society Conference (IGS) 2017

Paper: Computer Aided Design of Handwriting Trajectories with the Kinematic Theory of Rapid Human Movements GAETA, ITALY
Authors: Daniel Berio, Frederic Fol Leymarie, Réjean Plamondon June '17
[Paper link and info](#)
Recipient of the "GIRPR best paper award on Pattern Recognition"

Graphics Interface (GI) 2017

Paper: Generating Calligraphic Trajectories with Model Predictive Control EDMONTON, CANADA
Authors: Daniel Berio, Sylvain Calinon, Frederic Fol Leymarie May '17
[Paper link, video](#)

Karniel Thirteenth Computational Motor Control Workshop

Poster: Interactive Generation of Calligraphic Trajectories with Stochastic Optimal Control BE'ER SHEVA, ISRAEL
Authors: Daniel Berio, Sylvain Calinon, Frederic Fol Leymarie March '17

IEEE/RSJ International Conference on Intelligent Robots and Systems (iROS)

Paper: Learning dynamic graffiti strokes with a compliant robot DAEJEON, KOREA
Authors: Daniel Berio, Sylvain Calinon, Frederic Fol Leymarie October '16
[Paper link, video](#)
Workshop: Artistically Skilled Robots October '16
Organisers: Frederic Fol Leymarie, Sylvain Calinon, Daniel Berio
[Workshop link](#)

Expressive

Paper: Computational Models for the Analysis and Synthesis of Graffiti Tag Strokes ISTANBUL, TURKEY
Authors: Daniel Berio, Frederic Fol Leymarie January '15
[Paper link, video](#)
Recipient of "Best presentation award"

Professional Experience

- Adobe Research** YOKOHAMA, JAPAN
Software developer November '18
Developed software showcasing font stylisation technology.
- Adobe Research** SAN JOSE, USA
Research Intern January '18 – April '18
Internship at the Procedural Imaging Group at Adobe Research focused on artistic stylisation of vector typography.
- Mediamolecule** GUILFORD, UK
Trainee May '16 – June '16
Worked on procedural graphics generation with the in-house **Dreams** engine on the Sony Playstation 4 platform, using volumetric rendering techniques.
- IDIAP Research Institute** MARTIGNY, SWITZERLAND
Trainee July '15 – December '15
Robot Drawing Skills Acquisition with Vision Feedback project with the Robot Learning and Interaction group, under the supervision of Dr. Sylvain Calinon. Implemented a robotic drawing task with a compliant Baxter robot. Trajectory generation and planning and impedance controller. Demo video: <https://vimeo.com/146465386>.
- Resolume VJ Software** THE HAGUE, NETHERLANDS
Software Developer January '10 – September '14
Extensively worked on core parts of version 3, 4 and 5 of the Arena and Avenue software versions. Rendering and projection mapping engine. Post-processing effect pipeline. Optimization of of proprietary DXT based Quicktime video codec (DXV)
- Live Visuals Software (Self employed)** THE HAGUE, NETHERLANDS
Software Developer/Designer January '07 – Today
Various real-time visualisation projects. Most relevant:
 - **PLASM (14)**. Biennale International d'Art Numerique de Montreal. Rendering engine and real-time (OpenCL) implementation of "Cyclic Symmetric Multiscale Turing Patterns" (McCabe 2010).
 - **Range-camera and point cloud visualization system (2009-2010)** in collaboration with the Geoscience and Remote Sensing department at TU Delft (NL). Live visuals with Max Hattler at Discovery 2009 festival. Software demo at TedX Amsterdam 2009.
- Graphics and Web design (Self employed)** FLORENCE, ITALY
Developer/Designer January '05 – Today
Worked on various poster design and web animation/design projects. A selection of poster images are visible on Behance at this [link](#).
- INSIDIA** FLORENCE, ITALY
Game Developer January '04 – September '09
Developed and released 9 games for Set Top Box TV Platform (Linux). Worked on proprietary 3d game engine and scene editor Turmoil (3d user interface, multiple reflection rendering system, serialization, transformation pipeline, deferred renderer). Developed online 3d multiplayer version of board game GEOMAG (Shockwave/Java - Unreleased) in collaboration with Idsia AI lab in Lugano. Re-designed company logo and website intro (Flash).
- MO-NET** FLORENCE, ITALY
Graphic Designer/Web Developer January '99 – September '03
Worked on implementation and design of various large and small web sites. Logo design for Czech music festival "Cesky Slavik". Product packaging designs for Czech water company MATTONI.
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Shows and Exhibitions

- New Scientist Live** LONDON, UNITED KINGDOM
Graffitizer 3 September '16
- Sonic Acts 2015** AMSTERDAM, THE NETHERLANDS
Graffitizer 2 June '15
- Creative Machine** LONDON, UNITED KINGDOM
Graffitizer 3 June '14
- Salone del Mobile 2014** MILANO, ITALY
Graffitizer 3 April '14

Blikopener Festival
Graffitizer 2

DELFT, THE NETHERLANDS
October '13

Discovery Festival 2013
Graffitizer 2/3

AMSTERDAM, THE NETHERLANDS
September '13

Fiber Festival 2013
Graffitizer 2

AMSTERDAM, THE NETHERLANDS
September '13

Please refer to my my home page and Vimeo page for additional personal projects.

Education

Goldsmiths, University of London

LONDON, UK

PhD in computing.

2014 – Today

Ongoing. Focused on the procedural generation of graffiti art.

Project page: <http://www.doc.gold.ac.uk/autograff/>

Royal Academy of Art and Royal Conservatoire of The Hague

THE HAGUE, THE NETHERLANDS

MMus.

2011 – 2013

Applied and artistic research for the procedural generation of graffiti.
