

Daniel Biurci Scrivener

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I am a third-year PhD student at Boston University working on problems in graphics and geometry processing under the guidance of [Edward Chien](#) 📄.

Education

Boston University

PhD in Computer Science

Sept 2022 – Present

- GPA: 3.95/4.0 (to date)
- **Coursework:** Image and Video Computing, Optimization Algorithms

BA in Computer Science

Sept 2018 – May 2022

Summa Cum Laude, Honors in C.S.

Minor in Spanish

- GPA: 3.98/4.0
- **Coursework:** Computer Graphics, Geometry Processing, Computational Fabrication

Publications

Winding Number Features for Vector Sketch Colorization

June 2024

Daniel Scrivener, Ellis Coldren, Edward Chien

Presented at [SGP 2024](#) 📄

10.1111/cgf.15141 📄

[Project page](#) 📄

Activities

MIT Summer Geometry Institute

2022

- Six-week paid research program introducing undergraduate and graduate students to the field of geometry processing. Collaborated on research projects led by faculty and research scientists.
- See [here](#) 📄 for program information, and [here](#) 📄 for a personal summary
- Summer 2022: Undergraduate fellow
- Summer 2023, 2024: Student volunteer

Senior Capstone Project

2021 - 2022

- Engineered 6502-based breadboard computers for use in undergraduate systems education. Designed, fabricated, and documented hardware prototype.

Class Tutor, BU Madrid Science Program

2019

- Paid tutor for Organic Chemistry I during semester abroad in Madrid. Organized and led review sessions prior to exams.

Technologies

Languages: Python, C++, C

Libraries/Programs: Eigen, Polyscope, Geometry Central, libigl, Qt5, OpenGL, Adobe CC Suite

Honors

- Departmental Teaching Award, AY 2022-2023
- BU Cardinal Mederios Scholar: Full-tuition scholarship
- National Merit Scholar (Finalist)
- National Hispanic Scholar