

# Christian Döring

## Curriculum Vitae

### Education

2023 – present  
April

**M.Sc. Electrical and Computer Engineering**, *Technical University of Munich.*

2019 – 2023  
October March

**B.Sc. Electrical and Computer Engineering**, *Technical University of Munich.*

Thesis Title: Evaluation of Differentiable Inverse Rendering using Multi-View RGB Data

2011 – 2019  
September June



**Abitur (A-Levels)**, *Gymnasium Bruckmühl.*

### Publications

**Real-time Neural Rendering of Dynamic Light Fields,**

Arno Coomans , Edoardo A. Dominici, Christian Döring, Joerg H. Mueller, Jozef Hladky, Markus Steinberger

Computer Graphics Forum (EG), 2024

 Project  Paper

### Work Experience

2024 – 2025  
April April

**Research Working Student**, *Huawei Technologies.*

- Development on Dr.Jit/Mitsuba3

2023 – 2024  
August February

**Research Intern**, *Huawei Technologies.*

- Researched Real-time Neural Rendering algorithms
- Gained experience with Mitsuba3

2021 – 2021  
July August

**Embeded Systems Intern**, *Aurum GmbH.*

- Developed NFC library for STM32 in C

2017 – 2017  
July July

**Intern**, *Lauterbach GmbH.*

2017 – 2017  
July July

**Intern**, *Electronic Theater Controls (ETC), Holzkirchen.*

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## Side Projects

**Hephaestus-jit**, Just In Time Compiler (JIT) for Vulkan, inspired by Dr.Jit. Implemented with own render graph solution. Includes cooperative matrix multiplication (KHR) and a port of tiny-cuda-nn in GLSL.

🔗 [Source](#)

**Vulkan-rt**, Path tracer written in Rust using the screen-13 library. It supports the Disney BSDF with Next Event Estimation.

🔗 [Source](#)

**Mitsuba3 Experiments**, Implementation of forward and differentiable path tracing algorithms in Mitsuba3, such as *ReSTIR GI* and *Large Steps in Inverse Rendering*.

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## Skills

Programming

- **Rust**, C/C++
- **Vulkan**, CUDA
- **Python**, Lua
- LaTeX, Typst

Languages

- German (native)
- **English** (fluent B2+/C1)