Christian Döring

Curriculum Vitae

Education

2011 – 2019 September June	**Abitur (A-Levels),** *Gymnasium Bruckmühl.*
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
2023 – Present April	**M.Sc. Electrical and Computer Engineering,** *Technical University of Munich.*

Publications

2024	Arno Coomans, Christian Döring, Joerg H. Mueller, Jozef Hladky, Markus Steinberger, Edoardo A. Dominci. 2024. "Real-Time Neural Rendering of Dynamic Light Fields". In *TBA*

Work Experience

2017 – 2017 July July	**Support,** *Electronic Theater Controls (ETC), Holzkirchen.*
2017 – 2017 July July	**Embeded systems development,** *Lauterbach GmbH.*
2021 – 2021 July August	**Embeded Systems Developer,** *Aurum GmbH.*
2023 – 2024 August February	**Neural Rendering Researcher,** *Huawei Technologies.*

Technical Experience

Programming Languages

- Rust
- C
- Python
- C++

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.

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- *Vulkan-rt* Path tracer written in Rust using the screen-13 library. It supports the Disney BSDF with Next Event Estimation.
- *Large Steps in Mitsuba3* Implementation of the Large Steps in Inverse Rendering paper in Mitsuba3 using PyTorch Integration.

Languages

German   *Mother tongue*

English   *B2+/C1 Abitur*

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