Christian Döring

Curriculum Vitae

Education

2011 September – **2019** June **Abitur (A-Levels)**, *Gymnasium Bruckmühl.*

2019 October – **2023** March **B.Sc. Electrical and Computer Engineering**, *Technical University of Munich.*

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

2023 April – Present **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 July – **2017** July **Support**, *Electronic Theater Controls (ETC), Holzkirchen.*

2017 July – **2017** July **Embeded systems development**, *Lauterbach GmbH.*

2021 July – **2021** August **Embeded Systems Developer**, *Aurum GmbH.*

2023 August – **2024** February **Neural Rendering Researcher**, *Huawei Technologies.*

Technical Experience

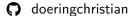*Programming Languages*

- 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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