

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

Embedded systems development, *Lauterbach GmbH*.

2021 – 2021
July August

Embedded Systems Developer, *Aurum GmbH*.

2023 – 2024
August February

Neural Rendering Researcher, *Huawei Technologies*.

Technical Experience

Programming Languages and Frameworks

- Rust
- GLSL
- Vulkan
- C++
- Python
- CUDA
- 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.
- *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	<i>Mother tongue</i>
English	<i>B2+/C1 Abitur</i>