

Christian Döring

Graduate Student

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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

2024

Real-time Neural Rendering of Dynamic Light Fields

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

📄 Project 📄 In Computer Graphics Forum (EG), 2024

Work Experience

2025 – present
April

Research Intern *NVIDIA*, Zurich

- Differentiable Rendering
- Development on Dr.Jit/Mitsuba3

2024 – 2025
April April

Research Working Student *Huawei Technologies*, Munich

- Development on Dr.Jit/Mitsuba3
- Real-time Neural Rendering Research

2023 – 2024
August February

Research Intern *Huawei Technologies*, Munich

- Real-time Neural Rendering Research

2021 – 2021
July August

Embedded Systems Intern *Aurum GmbH*, Munich

- Developed NFC library for STM32 in C

2017
July

Intern *Lauterbach GmbH*

2017
July

Intern *Electronic Theater Controls (ETC)*, Holzkirchen

Side Projects

Hephaestus, 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 Path Tracer, 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

Skills

Programming:

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

Languages:

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