Christian Döring

Graduate Student

doeringc2001@gmail.com
doeringc.de
doeringchristian
0009-0007-4763-8748

Education

2023 – present (April)
M.Sc. Electrical and Computer Engineering,
Technical University of Munich

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

2011 (September) – 2019 (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 Formum (EG), 2024

Work Experience

2025 – present (April)
Research Intern *NVIDIA*, Zurich
- Differentiable Rendering
- Development on Dr.Jit/Mitsuba3

2024 (April) – 2025 (April)
Research Working Student *Huawei Technologies*, Munich
- Development on Dr.Jit/Mitsuba3
- Real-time Neural Rendering Research

2023 (August) – 2024 (February)
Research Intern *Huawei Technologies*, Munich
- Real-time Neural Rendering Research

2021 (July) – 2021 (August)
Embeded 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 (fluent B2+/C1)