

Christian Döring

Curriculum Vitae

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

Real-time Neural Rendering of Dynamic Light Fields,

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

Computer Graphics Forum (EG), 2024

 Project  Paper

Work Experience

2025 – present
April

Research Intern, *NVIDIA Switzerland.*

- Differentiable Rendering
- Development on Dr.Jit/Mitsuba3

2024 – 2025
April April

Research Working Student, *Huawei Technologies.*

- Development on Dr.Jit/Mitsuba3

2023 – 2024
August February

Research Intern, *Huawei Technologies.*

- Researched Real-time Neural Rendering algorithms
- Gained experience with Mitsuba3

2021 – 2021
July August

Embeded Systems Intern, *Aurum GmbH.*

- Developed NFC library for STM32 in C

2017 – 2017
July July

Intern, *Lauterbach GmbH.*

Side 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.

🔗 Source

Vulkan-rt, 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)