

# 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*

- 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.

- *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.

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## Languages

German	<i>Mother tongue</i>
English	<i>B2+/C1 Abitur</i>