Christian Döring

Curriculum Vitae

Education

2011 September – 2019 June
Abitur (A-Levels), *Gymnasium Bruckmühl.*

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

2023 April – Present
M.Sc. Electrical and Computer Engineering, *Technical University of Munich.*

Publications

2024
Coomans, Arno, Edoardo A. Dominci, Christian Döring, Joerg H. Mueller, Jozef Hladky, and Markus Steinberger. n.d. "Real-Time Neural Rendering of Dynamic Light Fields". *Computer Graphics Forum*, no. n/a: e15014. https://doi.org/https://doi.org/10.1111/cgf.15014

Work Experience

2017 July – 2017 July
Support, *Electronic Theater Controls (ETC), Holzkirchen.*

2017 July – 2017 July
Embeded systems development, *Lauterbach GmbH.*

2021 July – 2021 August
Embeded Systems Developer, *Aurum GmbH.*

2023 August – 2024 February
Neural Rendering Researcher, *Huawei Technologies.*

Technical Experience

Programming Languages and Frameworks

- Rust
- GLSL
- Vulkan
- C++
- Python
- CUDA
- C

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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	*Mother tongue*
English	*B2+/C1 Abitur*

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