

# 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

## Experience

2025 – present  
September

**Masters Thesis,** *Realistic Graphics Laboratory, EPFL*

2025 – 2025  
April August

**Research Intern,** *NVIDIA Zurich*

- Function Level Caching for Dr.Jit and Mitsuba 3
- Hash Grid for Dr.Jit
- Differentiable Radio Frequency Modeling with Sionna RT

2024 – 2025  
April April

**Research Working Student,** *Huawei Technologies Munich*

- Development on Dr.Jit/Mitsuba 3
- 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

**Mitsuba 3 Experiments**, Implementation of forward and differentiable path tracing algorithms in Mitsuba 3, such as ReSTIR GI and Large Steps in Inverse Rendering

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## Skills

Programming:

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

Languages:

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