

# Erfan Momeni Yazdi

[Website](#) | [LinkedIn](#) | [GitHub](#) | [Twitter](#)

Location: Tampere, Finland

Email: [erfanmo98@gmail.com](mailto:erfanmo98@gmail.com) | Mobile: +358414744898

## GRAPHICS PROGRAMMER

---

Master's student in Signal Processing and Machine Learning with a strong passion for programming. Advanced knowledge of C++ and graphics programming. Logical and professional with excellent problem-solving and communication skills.

## WORK EXPERIENCE

---

### Research Assistant

Tampere University

Sep 2022 – Present

Tampere, Finland

- Developed and enhanced TauBench, a specialized benchmarking tool targeting temporal reuse algorithms, addressing numerous issues, and implementing improvements, resulting in the successful release of TauBench 1.1 ([Link](#))
- Studied ray tracing concepts such as Monte Carlo estimation, Multiple Importance Sampling and acceleration structures
- Researched real-time stochastic lightcuts method used for rendering scenes with many dynamic lights
- Currently designing the next version of TauBench

## EDUCATION

---

### Tampere University

Master of Science: Signal Processing And Machine Learning

Tampere, Finland

Sept 2022 – Present

### K.N. Toosi University of Technology

Bachelor of Science: Computer Engineering

Tehran, Iran

Sep 2016 – Aug 2021

## PROJECTS

---

### Syndra

C++, OpenGL, Git, RenderDoc, ImGui

[Source Code](#)

- Designed and developed a physically based Real-Time rendering Engine using OpenGL API and C++
- Implemented Rendering Algorithms such as Deferred and Forward Plus Rendering
- Developed an editor for the engine with different component editors
- Demo video [link](#)

### Tauray

C++, Git, Path-tracing

[Source Code](#)

- Integrating FSR2.2 upsampling algorithm in the renderer
- Minor improvements

### Lucin

C++, Vulkan, Git, Path-tracing

[Source Code](#)

- Implemented a simple multi-threaded CPU Path Tracer with C++

## TECHNICAL SKILLS

---

<b>Languages</b>	: C++, C#, Python, Java, x86 assembly
<b>Graphic APIs</b>	: OpenGL, Vulkan, DirectX(familiar)
<b>Libraries</b>	: ImGui, Assimp, CMake, SDL, GLFW, Premake
<b>Dev Tools</b>	: Visual Studio, Git, Github, Gitlab, RenderDoc
<b>Softwares</b>	: Blender, Unity, Unreal Engine

## SELECTED COURSES

---

- Computer Graphics (5/5)
- Parallel Computing (OpenMP, OpenCL, SIMD) (4/5)