Alisa Jung

alisajung.github.io

Education

 Karlsruhe Institute of Technology, PhD in Computer Science Thesis: Mollifying Realistic Image Synthesis for Time Constrained Rendering 	Aug 2017 - May 2024
 Research: Physically based and spectral rendering, fluorescence, regularization, path Programming: Mostly C, C++, Python, some bash. Linux and Windows. Teaching: Exercise for lectures, advising student projects and theses. 	guiding.
Karlsruhe Institute of Technology, M.Sc. in Computer ScienceThesis: Fluorescence in Bidirectional Rendering	Apr 2015 - Jun 2017
Cornell University, Ithaca NY. Semester abroad for Master's thesis	Oct 2016 - Mar 2017
Karlsruhe Institute of Technology, B.Sc. in Computer ScienceThesis: Irradiance Importance Sampling	Sep 2011 - Mar 2015
Experience	
Visiting Rendering Researcher, Weta Digital / Unity – Wellington, New Zealand • Physically based rendering, path guiding and regularization in Manuka (C++)	Jan 2023 – Jun 2023
 Student Assistant, Karlsruhe Institute of Technology Programmer (C++) for data-driven BRDFs in photorealistic rendering 	Mar 2016 – Sep 2016
Teaching Assistant, Karlsruhe Institute of TechnologyTutoring for lecture "Basic notions of computer science", each winter term	Oct 2012 – Feb 2016
Lecturer, Duale Hochschule Baden-Württemberg – Karlsruhe • Lecturer for "Mobile Application Development"	May 2015 – Jul 2015
 Student Assistant, Fraunhofer IOSB – Karlsruhe Programmer (C++) for path planning for a mobile robot platform and arm 	Mar 2014 – Sep 2014
 Student Assistant, Teco research group (KIT) – Karlsruhe Programmer (Java) for distributed smart home applications 	Jun 2013 – Sep 2013
Voluntary Activities	
 Ultimate Frisbee Coach, MTV Karlsruhe Coaching beginner and intermediate-level teams, planning and assisting at events 	Since 2018
 Student Dorm Activities, Hans Dickmann Kolleg Karlsruhe Various roles in dorm self-government, preparing and assisting on dorm's events 	Apr 2012 – Sep 2016
Skills	

Skills

- **Technologies:** C, C++, Python, C#, Java, Git, GitLab, Linux, Windows. Basic experience with Blender, Katana, Unity, GLSL, Vulkan, OpenGL.
- Languages: German (native), English (proficient), French (basic)

Publications

Guiding Light Trees for Many-Light Direct Illumination.

Eric Hamann, Alisa Jung, Carsten Dachsbacher Eurographics 2023 – Short Papers

Path Guiding with Vertex Triplet Distributions

Vincent Schüßler, Johannes Hanika, Alisa Jung, Carsten Dachsbacher Computer Graphics Forum 41(4), EGSR 2022

Improving Spectral Upsampling with Fluorescence

Lars König, Alisa Jung, Carsten Dachsbacher

MAM2020: Eurographics Workshop on Material Appearance Modeling

Detecting Bias in Monte Carlo Renderers using Welch's t-test

Alisa Jung, Johannes Hanika, Carsten Dachsbacher

Journal of Computer Graphics Techniques Vol. 9 (2), 2020. Presented at I3D 2021.

Spectral Mollification for Bidirectional Fluorescence

Alisa Jung, Johannes Hanika, Carsten Dachsbacher

Computer Graphics Forum 39(2) (Proceedings of Eurographics) 2020

Wide Gamut Spectral Upsampling with Fluorescence

Alisa Jung, Alexander Wilkie, Johannes Hanika, Wenzel Jakob, Carsten Dachsbacher Computer Graphics Forum 38(4), EGSR 2019, runner-up for best paper award

Selective guided sampling with complete light transport paths

Florian Reibold, Johannes Hanika, Alisa Jung, Carsten Dachsbacher ACM Transactions on Graphics 37(6) (Proceedings of SIGGRAPH Asia 2018)

A Simple Diffuse Fluorescent BBRRDF Model

Alisa Jung, Johannes Hanika, Steve Marschner, Carsten Dachsbacher MAM2018: Eurographics Workshop on Material Appearance Modeling