I am the lead Research and Development Engineer at YouVisit. In just over a year in my current position, I have implemented novel algorithms for Virtual Reality data compression, which led to multiple pending patents. The research I have done has led to an adaptive focus VR content delivery system that has a compression ratio of 2.7 compared to the industry standard. My work has left me irreversibly intrigued by the problem of VR compression, but I have been interested in the related topics since I was an undergraduate.

My classes at Stanford on information theory, signal processing, and image compression left a lasting impression, as did the first generation Lytro camera I was introduced to by a classmate. I went on to work at MIT Lincoln Lab, where I worked on algorithms for complex radar processing and had the idea to implement ‘coherent’ change detection using Lytro camera data for an internal innovation competition.

My interest in image compression led me to YouVisit, where I have studied the problem of environment capture extensively, including advising the YouVisit Studios production team on camera rig geometries and testing the Google Jump camera and Facebook Surround 360 algorithm. This work again led me to think of Lytro, even before the new Immerge system was announced. In my opinion, plenoptic photography is the best, and possibly only, path towards realistic virtual experiences. Working on compression algorithms for VR data at Lytro would be a unique opportunity to contribute to this exciting problem.

I believe I have the expertise, intelligence, sociability and enthusiasm to thrive in this position at Lytro.

Please contact me at [cdunnemail@gmail.com](mailto:cdunnemail@gmail.com) or 224-628-0603 for any additional information.