I’m a tenure-track assistant professor of Computer Science at the University of Southern California (USC) in Los Angeles. Before my faculty appointment, I was a research lead at Industrial Light & Magic (ILM) where I worked on next generation real-time performance capture technologies. Prior to joining the force, I spent an exciting year as a postdoc at Columbia and Princeton Universities. My research lies in geometry processing, 3D reconstruction, and performance capture. While primarily developed to improve real-time digital content creation in film production, my work on markerless dynamic shape reconstruction has also impacted the field of human shape analysis and biomechanics. My algorithms are widely deployed in the industry, ranging from leading visual effects studios to manufacturers of state-of-the-art radiation therapy systems. I have been named one of the world's top 35 innovator under 35 by MIT Technology Review in 2013. I was also awarded the SNF Fellowship for prospective researchers in 2011 and the best paper award at SCA 2009. I obtained my PhD from ETH Zurich in 2010 and received my MSc degree in Computer Science in 2006 from the University of Karlsruhe (TH). I was a visiting researcher at EPFL in 2010, Industrial Light & Magic (Lucasfilm) in 2009, Stanford University in 2008, National University of Singapore in 2006, and ENSIMAG in 2003.