Hannes Hergeth

Curriculum Vitae

Education

2017–2019 **Master of Computer Science**, *RWTH Aachen University*, Germany.
Current Grade – 1.7 (equivalent to GPA 3.8)

2017–2018 **Erasmus Student**, *École Polytechnique Fédérale de Lausanne*, Switzerland.
Two Erasmus semesters at EPFL.
1st place in the Advanced Computer Graphics rendering competition.

2012–2017 **Bachelor of Computer Science**, *RWTH Aachen University*, Germany.
Grade – 2.4 (equivalent to GPA 3.5), Minor in Business Administration
Thesis: Extending Adaptive Progressive Photon Mapping to Participating Media
Supervisor: Professor Leif Kobbelt, Grade – 1.0 (equivalent to GPA 4.0)

2009-2012 **High School**, *St. Leonhard Gymnasium*, Aachen, Germany.
Grade – 1.6 (equivalent to US grade A), Majored in Mathematics and Computer Science

2008-2009 **High School**, *Dunstan High School*, Alexandra, New Zealand.
International Year, Certificate of Merit for good academic performance

Experience

2018 **Research Assistant**, *Realistic Graphics Lab*, Switzerland.
Research areas: Light Transport Simulation
Supervisor: Professor Wenzel Jakob.

2017 **Research Intern**, *Nvidia Advanced Rendering Center*, Berlin, Germany.
5-month internship at Nvidia Research working on state-of-the-art light transport algorithms.
Supervisor: Alexander Keller

2016–2017 **Research Assistant**, *Computer Graphics Group RWTH Aachen*, Germany.
Research areas: Geometry Processing - Spline Fitting
Implementing algorithms for fitting spline surfaces to polygonal meshes.
Supervisors: Janis Born, Professor Leif Kobbelt

2013–2015 **Research Assistant**, *Computer Graphics Group RWTH Aachen*, Germany.
Research areas: Geometry Processing - Quad Meshing
Designing new algorithms for multiresolution quadrangulation of triangular meshes.
Supervisors: Hans-Christian Ebke, Professor Leif Kobbelt

2011–2012 **Software Engineer**, *Ingenieurbüro Schemmel & Partner GbR*, Aachen, Germany.
Designing and implementing validation software for train schedules.

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Professional Service

SIGGRAPH Student Volunteer	2015 – 2017
GCPR, VMV Student Volunteer	2015

Computer Skills

Tools	Visual Studio, Eclipse, 3ds Max, Git, MATLAB, LaTeX
Technologies	Parallel Computing in CUDA, Direct3D 11
Programming Languages	C++, C#, HLSL (GLSL)

Projects

2012-ongoing **CudaTracerLib**: A CUDA library for rendering algorithms based on ray tracing. Includes implementations of Bidirectional Path Tracing, Volumetric Probabilistic Progressive Photon Mapping and Vertex Connection and Merging. `https://github.com/hhergeth/CudaTracerLib`

2010-2012 **RisenEditor** A D3D11 level editor for a well-known German PC game which enables user modifications. Based on a small engine capable of hardware tessellation, deferred shading and other state-of-the-art algorithms.

Languages

German	Mother tongue
English	Fluent, *Cambridge English: First (FCE)*
French	Basic words and phrases only

Interests

Landscape photography in combination with hiking