

Jared Hoberock

CONTACT INFORMATION	(417) 684-0191 jaredhoberock [at] gmail [dot] com	
PROFESSIONAL INTERESTS	Parallel programming, functional programming, photorealistic rendering, API design, C++	
EDUCATION	University of Illinois Urbana-Champaign , Urbana, Illinois	
	Ph.D., Computer Science, August 2008	
	University of Missouri-Columbia , Columbia, Missouri	
	B.S., Computer Engineering, 2002, <i>Summa Cum Laude</i>	
PROFESSIONAL EXPERIENCE	NVIDIA Corporation , Santa Clara, California	
	<i>Senior Research Scientist</i>	October 2008 - Current
	As member of the NVIDIA Programming and Systems Research Group:	
	<ul style="list-style-type: none">• Co-developer of Thrust, an open source library for productive, portable, high performance parallel programming• With my collaborator, conceived, developed, evangelized, and productized a sophisticated C++ library for parallel computing	
	As member of the NVIDIA Computational Graphics Research Group:	
	<ul style="list-style-type: none">• Development team member of OptiX, a platform for high performance parallel ray tracing• Designed and implemented the architecture of Design Garage, a GPU-accelerated photorealistic interactive rendering application	
	As visiting lecturer at Stanford University:	
	<ul style="list-style-type: none">• With my co-lecturer, designed and delivered a graduate-level class on massively parallel programming• Designed programming assignments and built an online tutorial for GPU programming	
	University of Illinois Urbana-Champaign , Urbana, Illinois	
	<i>Research Assistant in Computer Graphics</i>	August, 2002 - August, 2008
	Developed novel parallel algorithms for photorealistic rendering.	
	NVIDIA Corporation , Santa Clara, California	
	<i>Research Intern</i>	May 2007 - August 2007
	Worked with the NVIDIA Research team:	
	<ul style="list-style-type: none">• Investigated unique applications of massively parallel processors to ray tracing• Researched techniques for eliminating incoherent behavior unique to graphics applications	
	NVIDIA Corporation , Berkeley, California	
	<i>Film Team Intern</i>	May 2006 - August 2006
	Worked with the Gelato Final Frame Renderer team:	
	<ul style="list-style-type: none">• Investigated new GPU-accelerated production quality rendering techniques• Developed new GPU-accelerated fast render preview features	
	NVIDIA Corporation , Santa Clara, California	
	<i>Graphics Drivers Intern</i>	May 2005 - August 2005
	Worked with the DirectX graphics drivers team:	
	<ul style="list-style-type: none">• Developed new driver for next generation hardware• Diagnosed and eliminated bugs	
SKILLSET	Expert C++, GPU programming, Python, Mercurial, Scons, Stack Overflow, Technical Writing	