

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