

Jared Hoberock

CONTACT INFORMATION

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PROFESSIONAL INTERESTS

Parallel programming, systems programming, functional programming, 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, *Summa Cum Laude*

PROFESSIONAL EXPERIENCE

NVIDIA Corporation, Santa Clara, California

Senior Research Scientist

October 2008 - Current

As member of the ISO C++ Standardization Committee:

- Project editor of the Technical Specification for C++ Extensions for Parallelism
- Designed and rallied consensus for a standard parallel algorithms library for C++

As member of the NVIDIA Programming and Systems Research Group:

- Developer of Thrust, an open source library for productive, portable, high performance parallel programming
- Conceived, developed, evangelized, and productized a sophisticated C++ library for parallel computing

As member of the NVIDIA Computational Graphics Research Group:

- 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

University of Illinois Urbana-Champaign, Urbana, Illinois

Research Assistant

August, 2002 - August, 2008

Developed novel parallel algorithms for rendering global illumination.

NVIDIA Corporation, Santa Clara, California

Research Intern

May 2007 - August 2007

Worked with the NVIDIA Research team:

- Investigated unique applications of massively parallel processors to ray tracing
- Researched techniques for eliminating incoherent behavior unique to graphics applications

NVIDIA Corporation, Berkeley, California

Film Team Intern

May 2006 - August 2006

Worked with the Gelato Final Frame Renderer team:

- Investigated new GPU-assisted production quality rendering techniques
- Developed new GPU-based fast render preview features