

# Jared Hoberock

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## CONTACT INFORMATION

jaredhoberock@gmail.com | [github.com/jaredhoberock](https://github.com/jaredhoberock)

## PROFESSIONAL INTERESTS

Parallel programming, systems programming, functional programming, open source, API design

## 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