Katherine Salesin
Ph.D. Student, Dartmouth College

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Research Interests 🧪

My current research is on the fusion of physically based rendering in computer graphics with radiative transfer problems in other scientific fields such as oceanography, atmospheric science, and astronomy. I find projects that encourage going outside and exploring the real world particularly exciting.

Education 🎓

Ph.D., Dartmouth College .... Sept. 2018 – present
Computer Science

Advisor: Wojciech Jarosz

B.S. with Distinction, Cornell University .... May 2016
Computer Science, Minor: Marine Biology

Dean's List (5/8 semesters)
Advisor: Kavita Bala

Awards, Grants, & Fellowships 🏆

Future Investigators in NASA Earth and Space Science and Technology Grant .... 2023 – 2025
Proposal: Differentiable polarimetric rendering for remote sensing

NASA Grant .... 2022 – 2023
Proposal: Differentiable polarimetric rendering for remote sensing

2nd Place, Poster Session (Computer Science Category) .... Spring 2022
Dartmouth Innovation & Technology Festival

Patrick Tsang Memorial Best TA Award 2020
Dartmouth College, Computer Science Dept.

Runner Up, Rendering Competition .... Fall 2019
Dartmouth College, CS 87/187: Rendering Algorithms

Publications ✏️

Unifying radiative transfer models in computer graphics and remote sensing, Part I: A survey. Katherine Salesin, Kirk D. Knobelspiesse, Jacek Chowdhary, Peng-Wang Zhai, Wojciech Jarosz. Journal of Quantitative Spectroscopy and Radiative Transfer, 314, February 2024.

Unifying radiative transfer models in computer graphics and remote sensing, Part II: A differentiable, polarimetric forward model and validation. Katherine Salesin, Kirk D. Knobelspiesse, Jacek Chowdhary, Peng-Wang Zhai, Wojciech Jarosz. Journal of Quantitative Spectroscopy and Radiative Transfer, 315, March 2024.

DIY hyperspectral imaging via polarization-induced spectral filters. Katherine Salesin, Dario Seyb, Sarah Friday, Wojciech Jarosz. 2022 IEEE International Conference on Computational Photography (ICCP). pp. 1-12. August 2022.

Combining Point and Line Samples for Direct Illumination. Katherine Salesin, Wojciech Jarosz. Computer Graphics Forum (Proceedings of EGSR), 38(4), July 2019.

Presentations

DIY hyperspectral imaging via polarization-induced spectral filters. Katherine Salesin, Dario Seyb, Sarah Friday, Wojciech Jarosz. 2022 IEEE International Conference on Computational Photography (ICCP). Pasadena, CA (Virtual). August 2022.

Forward and inverse polarized light rendering with Mitsuba 2. Ocean Ecology Laboratory Seminar. NASA Goddard Space Flight Center (Virtual). August 2021.

Combining Point and Line Samples for Direct Illumination. Eurographics Symposium on Rendering. Strasbourg, France. July 2019.

Research Experience

Research Intern .... Summer 2021
NASA Goddard Space Flight Center, Ocean Ecology Laboratory

I supported the upcoming PACE satellite mission by extending the new research renderer Mitsuba 2 to perform hyperrealistic, polarized simulations of interest to the remote sensing community.

Data Visualization Scientist .... Summer 2018
Photonic Sentry

Photonic Sentry is a Global Good/Intellectual Ventures start-up that has created a laser that zaps mosquitoes, psyllids, and other pests out of the air. I created tools for logging, organizing, and visualizing live research data from lasers and cameras. Data typically included system statuses, bug stats, and bug flight paths.

Research Assistant .... Summer 2014 – Spring 2015
Cornell University, Computer Science Dept.

I assisted Prof. Steve Marschner on a project to create a realistic wood texture authoring tool. I prepared wood samples and measured their reflective properties using a spherical gantry.

Teaching Experience

Instructor .... Jan. 2020 – Mar. 2020
Dartmouth College

I designed and ran the graduate reading course for Master's in Digital Arts students, which included writing the syllabus and assignments, running discussions, and arranging presentations by guest speakers.

Teaching Assistant .... Sept. 2018 – June 2019
Dartmouth College

CS 10: Problem Solving via Object-Oriented Programming
CS 98: Senior Design and Implementation Project

Station Leader .... May 2019
Science Day at Dartmouth

Science Day at Dartmouth is an annual event where graduate students teach kids about their research through fun, hands-on activities. I designed a computer graphics station that taught kids some of the science behind their favorite movies and video games, and we acted out ray tracing in real life!

Deckhand/Educator .... Apr. 2017 – Nov. 2017
Call of the Sea

I sailed on schooner Seaward on San Francisco Bay and along the California coast with students grade 3-12. I created interactive lesson plans and taught basic marine biology, ecology, modern and historical navigation, scientific data collection, and seamanship.

Sailing Intern .... Nov. 2016 – Dec. 2016
Sea Education Association

I sailed on SSV Robert C. Seamans in the South Pacific near New Zealand as part of SEA Semester's Ocean Exploration program. I taught college students the fundamentals of sailing, seamanship, celestial and modern navigation, and oceanographic research on a tall ship.

Teaching Assistant .... Aug. 2015 – May 2016
Cornell University

CS 4620: Introduction to Computer Graphics
CS 5625: Interactive Computer Graphics

Mentor Experience

Faria Huq 2021
SIGGRAPH Research Career Development Committee Undergraduate Mentorship Program

Hsu (Carter) Cheng .... 2020 – 2021
Master's Thesis

Service & Professional Activities

Executive Committee Member .... 2022 – present
WiGRAPH (Women in Computer Graphics Research)

Spotlight Coordinator .... 2020 – present
WiGRAPH (Women in Computer Graphics Research)

Member .... 2019 – present
ACM SIGGRAPH

Undergraduate Mentor 2021, 2022
SIGGRAPH Research Career Development Committee

Judge 2021
Rendering Competition, CS 87/187: Rendering Algorithms, Dartmouth College

Judge 2019, 2022

Dartmouth Spring Hackathon

Station Leader 2019, 2022
Science Day at Dartmouth

Member ....2015 – 2016
WICC (Women in Computing at Cornell)

Selected Classes 🎓

These are some of the classes I have taken at a graduate level during my PhD.

Computer Graphics • Rendering Algorithms • Computational Photography • Machine Learning & Statistical Analysis • Deep Learning • Physical Computing • GPU Programming and High-Performance Computing