Daniel Meister

Contact Information

Address	7-3-1 Hongo, Buknyo-ku, Tokyo, Japan
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Education

Czech Technical University in Prague:

2014 – 2018	Ph.D. in Information Science and Computer Engineering
2012 – 2014	M.Sc. in Computer Graphics and Interaction
2009 – 2012	B.Sc. in Software Engineering

Work Experience

2019/9 – Present	Postdoctoral Researcher, The University of Tokyo
2017/11 – 2019/8	Researcher, Czech Technical University in Prague
2014/10 – 2017/3	External Developer (Interactive Rendering System), Škoda Auto

Computer Skills

C/C++, CUDA, OpenGL, SIMD, Matlab, Python, Python, Pycharm, Bash, LaTeX

Languages

Czech	Native Language
English	Fluent
Japanese	Intermediate (JLPT N3)
French	Basic Knowledge
Spanish	Basic Knowledge

Research Interests

Data Structures for Ray Tracing, Real-Time Ray Tracing, GPGPU, Parallel Computing, Global Illumination

Professional Visits Abroad

2017	National Institute of Informatics, Japan (5 months)
2014	Vienna University of Technology, Austria (1 month)

Teaching

2018	Algorithms of Computer Graphics B(E)4M39APG (English)
2015	Algorithms of Computer Graphics A4M39APG (Czech)

Awards

2019	JSPS Postdoctoral Fellowship (standard)
2019	Finalist of Antonín Svoboda Award for the Best Ph.D. Thesis
2019	Dean's Award (Outstanding Dissertation, Doctoral course)

Professional Society Membership

Upsilon Pi Epsilon Honor Society

Publications

Daniel Meister, Jakub Bokšanský, Michael Guthe, and Jiří Bittner. On Ray Reordering Techniques for Faster GPU Ray Tracing. In *Proceedings of Symposium on Interactive 3D Graphics and Games*, 2020

J. Hendrich, A. Pospíšil, D. Meister, and J. Bittner. Ray Classification for Accelerated BVH Traversal. *Computer Graphics Forum (Proceedings of EGSR)*, 38(4):49–56, 2019

Daniel Meister and Jiří Bittner. Parallel Reinsertion for Bounding Volume Hierarchy Optimization. *Computer Graphics Forum (Proceedings of Eurographics)*, 37(2):463–473, 2018

Daniel Meister and Jiří Bittner. Parallel Locally-Ordered Clustering for Bounding Volume Hierarchy Construction. *IEEE Transactions on Visualization and Computer Graphics*, 24(3):1345–1353, 2018

Jakub Hendrich, Daniel Meister, and Jiří Bittner. Parallel BVH Construction Using Progressive Hierarchical Refinement. *Computer Graphics Forum (Proceedings of Eurographics)*, 36(2):487–494, 2017

Daniel Meister and Jiří Bittner. Parallel BVH Construction Using k-means Clustering. *Visual Computer (Proceedings of Computer Graphics International)*, 32(6-8):977–987, 2016

Jiří Bittner and Daniel Meister. T-SAH: Animation Optimized Bounding Volume Hierarchies. *Computer Graphics Forum (Proceedings of Eurographics)*, 34(2):527–536, 2015