Nicholas Sharp

nmwsharp@gmail.com | www.nmwsharp.com | nmwsharp | google scholar

Education

Carnegie Mellon University · MS & PhD in Computer Science — Pittsburgh, PA
ADVISOR: KEENAN CRANE — Aug 2021
Topics: geometry processing, computer graphics & vision, geometric learning

Virginia Tech · BS in Engineering Physics, Computer Science, Mathematics — Blacksburg, VA
TRIPLE MAJOR, *IN HONORS* — May 2015
Minors in Physics and Statistics

Work Experience

NVIDIA — Seattle, WA
SENIOR RESEARCH SCIENTIST — July 2022 - *ongoing*
Research at the intersection of 3D geometry and machine learning. Applications to computer graphics, computer vision, and robotics. Member of Sanja Fidler's AI Lab.

University of Toronto & Fields Institute for Mathematics — Toronto, ON
POSTDOCTORAL FELLOW — Aug 2021 - July 2022
Supervised by Alec Jacobson. Affiliated with the Vector Institute for AI.

Carnegie Mellon University — Pittsburgh, PA
GRADUATE RESEARCHER — Aug 2015 - Aug 2021

Oculus Research / Facebook Reality Labs — Pittsburgh, PA & Redmond, WA
RESEARCH INTERN — Summer 2015 & 2016, Fall 2018
Mentors: Yaser Sheikh, Takaaki Shiratori, Alexander Fix. Developed new methods for learned appearance modeling and temporal correspondence in 3D reconstructions. Prototyped a multicamera scanning system, including hardware and calibration.

Microsoft Silicon Valley — Mountain View, CA
SOFTWARE DEVELOPMENT INTERN — Summer 2013

Lawrence Livermore National Lab — Livermore, CA
HIGH ENERGY DENSITY PHYSICS INTERN — Summer 2012
Integrated new visualizations into a massively parallel multiphysics codebase.

Johns Hopkins University Applied Physics Lab — Laurel, MD
NASA RESEARCH INTERN — Summer 2011
Mentor: Mikhail Sitnov. Developed an empirical computer model of the terrestrial magnetosphere synthesizing first-principle techniques and data analytics.

Publications

[17] **Data-Free Learning of Reduced-Order Kinematics**
Nicholas Sharp, Cristian Romero, Alec Jacobson, Etienne Vouga, Paul G. Kry, David I.W. Levin, Justin Solomon
SIGGRAPH 2023

[16] **Flexible Isosurface Extraction for Gradient-Based Mesh Optimization**
Tianchang Shen, Jacob Munkberg, Jon Hasselgren, Kangxue Yin, Zian Wang, Wenzheng Chen, Zan Gojcic, Sanja Fidler, Nicholas Sharp*, Jun Gao*
ACM Transactions on Graphics (SIGGRAPH) 2023

[15] **Surface Simplification using Intrinsic Error Metrics**
Hsueh-Ti Derek Liu*, Mark Gillespie*, Benjamin Chislett*, Nicholas Sharp, Alec Jacobson, Keenan Crane
ACM Transactions on Graphics (SIGGRAPH) 2023

[14] **VectorAdam for Rotation Equivariant Geometry Optimization**
Selena Ling, Nicholas Sharp, Alec Jacobson
Conference on Neural Information Processing Systems (NeurIPS 2022)

[13] **Spelunking the Deep: Guaranteed Queries on General Neural Implicit Surfaces via Range Analysis**
Nicholas Sharp, Alec Jacobson
ACM Transactions on Graphics (SIGGRAPH) 2022 - **Best Paper Award**

[12] **DiffusionNet: Discretization Agnostic Learning on Surfaces**
Nicholas Sharp, Souhaib Attaiki, Keenan Crane, Maks Ovsjanikov
ACM Transactions on Graphics (SIGGRAPH) 2022

[11] **Integer Coordinates for Intrinsic Geometry Processing**
Mark Gillespie, Nicholas Sharp, Keenan Crane
ACM Transactions on Graphics (SIGGRAPH Asia) 2021

[10] **Intrinsic Triangulations in Geometry Processing**
Nicholas Sharp
PhD Thesis, Carnegie Mellon University

[9] **Geometry Processing with Intrinsic Triangulations**
Nicholas Sharp, Mark Gillespie, and Keenan Crane
ACM SIGGRAPH Courses 2021

[8] **You Can Find Geodesic Paths in Triangle Meshes by Just Flipping Edges**
Nicholas Sharp and Keenan Crane
ACM Transactions on Graphics (SIGGRAPH Asia) 39 (6) 2020

[7] **A Laplacian for Nonmanifold Triangle Meshes**
Nicholas Sharp and Keenan Crane
Symposium on Geometry Processing (SGP) 2020 - **Best Student Paper Award**

[6] **PointTriNet: Learned Triangulation of 3D Point Sets**
Nicholas Sharp and Maks Ovsjanikov
European Conference on Computer Vision (ECCV) 2020

[5] **Navigating Intrinsic Triangulations**
Nicholas Sharp, Yousuf Soliman, and Keenan Crane
ACM Transactions on Graphics (SIGGRAPH) 38 (4) 2019

[4] **The Vector Heat Method**
Nicholas Sharp, Yousuf Soliman, and Keenan Crane
ACM Transactions on Graphics (SIGGRAPH) 38 (4) 2019

[3] **Variational Surface Cutting**
Nicholas Sharp and Keenan Crane
ACM Transactions on Graphics (SIGGRAPH) 37 (4) 2018

[2] **Pathways on Demand: Automated Reconstruction of Human Signaling Networks**
Anna Ritz, Christopher L Poirel, Allison N Tegge, Nicholas Sharp, Kelsey Simmons, Allison Powell, Shiv D Kale, and TM Murali
npj Systems Biology and Applications 2016

[1] **Xtalk: A Path-Based Approach for Identifying Crosstalk Between Signaling Pathways**
Allison N Tegge, Nicholas Sharp, and TM Murali
Bioinformatics, 2016

Awards

2022 **Best Paper Award** SIGGRAPH 2022
2022 **SGP Software Award** Symposium on Geometry Processing
2020 **Best Paper Award (student paper)** Symposium on Geometry Processing 2020
2016 **NSF Graduate Research Fellowship**
2015 **Best Project Pitch** CMU Graphics Seminar
2015 **Finalist** CRA Undergraduate Researcher Award
2015 **World Finalist** ACM ICPC Competitive Programming Contest in Marrakech, Morocco
2014 **World Finalist** ACM ICPC Competitive Programming Contest in Ekaterinburg, Russia
2014 **Meritorious Winner** Mathematical Contest in Modeling

Invited Talks and Tutorials

* denotes talks delivered virtually

Spelunking the Deep: Guaranteed Queries on General Neural Implicit Surfaces via Range Analysis

Apr 2023	Brown Visual Computing Seminar	Providence, RI*
Feb 2023	UW Graphics	Seattle, WA
Oct 2022	IEEE Vis Invited Talks	Oklahoma City, OK*
Aug 2022	SIGGRAPH 2022	Vancouver, BC

DiffusionNet: Discretization Agnostic Learning on Surfaces

Aug 2022	SIGGRAPH 2022	Vancouver, BC

Robust and Reliable Geometry Processing

Oct 2022	Evocation Summer School	online*
July 2022	Summer Geometry Initiative Tutorials	online*
Oct 2021	STAG Graduate School	online*

Geometry Processing with Intrinsic Triangulations

Aug 2021	ACM SIGGRAPH Courses (SIGGRAPH 2021)	online*
June 2021	International Meshing Roundtable Courses (IMR 2021)	online*

Geometric Perspectives on 3D Deep Learning

Feb 2022	Google Brain Toronto	Toronto, ON*

Intrinsic Triangulations in Geometry Processing

Apr 2021	UCSD Visual Computing Seminar	San Diego, CA*
Mar 2021	GAMES Seminar	online*
Nov 2020	Stanford Geometric Computation Group	Stanford, CA*
Nov 2020	Adobe Research	San Jose, CA*
Oct 2020	Toronto Geometry Colloquium	Toronto, ON*
Oct 2019	STREAM Group, LIX, École Polytechnique	Paris, France

Robustness in Geometry Processing: from Laplacians to Learning

Feb 2021	NVIDIA Toronto AI Lab	Toronto, ON*

Robust Geometry Processing and Nonmanifold Laplacians

July 2020	MIT Graphics Seminar	Cambridge, MA*

Geometric Computing with geometry-central

July 2020	SGP 2020 Graduate School	Utrecht, NL*

Variational Surface Cutting

June 2018	IST Austria	Klosterneuburg, Austria

You Can Find Geodesic Paths in Triangle Meshes by Just Flipping Edges

Nov 2020	ACM SIGGRAPH Asia 2020	Daegu, SK*

PointTriNet: Learned Triangulation of 3D Point Sets

Aug 2020	ECCV 2020	online*

A Laplacian for Nonmanifold Triangle Meshes

July 2020	SGP 2020	Utrecht, NL*

Navigating Intrinsic Triangulations

Aug 2019	ACM SIGGRAPH 2019	Los Angeles, CA

The Vector Heat Method

Aug 2019	ACM SIGGRAPH 2019	Los Angeles, CA

Variational Surface Cutting

Aug 2018	ACM SIGGRAPH 2018	Vancouver, BC

Machine Learning Models for Terrestrial Space Weather Forecasting

July 2014	SIAM Annual Meeting, Undergraduate Research Session	Chicago, IL

Optimal Control in Time-Varying Velocity Fields using Alpha Hulls

July 2014	SIAM Annual Meeting, Undergraduate Research Session	Chicago, IL

Software

Additionally, open-source code is available for all publications above at `https://github.com/nmwsharp/`.

Polyscope - ***(SGP Software Award winner, 2022)***
Easy 3D visualization of meshes, point clouds, etc. in C++ & Python. Enables engineers, artists, and researchers to create useful, interactive visualizations with < 5 lines of code.
polyscope.run

geometry-central
A modern C++ library of data structures and algorithms for geometry processing, with a particular focus on surface meshes.
geometry-central.net

hapPLY
A header-only C++ reader/writer for .ply file format. Parse .ply happily!
github.com/nmwsharp/happly

Service

"Senior" Reviewing

SIGGRAPH Asia Technical Papers Committee (2023)
Symposium on Geometry Processing IPC (2021–2023)
Pacific Graphics IPC (2022)
Eurographics STAR IPC (2023)
Shape Modeling International IPC (2022)

Reviewing

SIGGRAPH (2020–2023)
SIGGRAPH Asia (2021–2023)
Transactions on Graphics (2021–2022)
Symposium on Geometry Processing (2021–2023)
Symposium on Geometry Processing, Software and Datasets (2021)
Eurographics (2018–2019, 2023)
Eurographics, Short Papers (2020,2023)
Eurographics, STAR (2023)
Pacific Graphics (2020,2022)
Shape Modeling International (2022)
Transactions on Visualization and Computer Graphics (2021–2022)
Computational Geometry: Theory and Applications (2019)
Computers and Graphics (2021–2022)
Graphics Interface (2020)

Mentoring

Project Leader, Summer Geometry Institute (2020–2023)
Mentor, SIGGRAPH RDRC Graduate Application Mentorship Program (2021)
Mentor, CMU Graduate Application Support Program (2020)
Tutorial Author, SIGGRAPH Research Career Development Committee (2022)

Teaching

CMU 15-462 Computer Graphics, Lead Teaching Assistant (2016)
CMU 15-869 Discrete Differential Geometry, Teaching Assistant (2015)

Miscellaneous

Problem Author, ACM Inter-Collegiate Programming Contest (ICPC) (2017–2018)
Organizer, Virginia High School Programming Contest (2015)
Organizer, CMU CS PhD Admissions Open House (2017)
Organizer, CMU Random Distance Run (2018–2020)

Skills

Programming **C++**, **Python**, LaTeX, MATLAB
Technologies PyTorch, JAX, OpenGL, Eigen, CMake
Tools Unix/Linux, VIM, Blender, Adobe Illustrator & Photoshop

Personal

Cooking www.nmwsharp.com/recipes
Baking ciabatta, focaccia, pretzels, sourdough
Long Distance Running 2014 Hokie Half, 2017 Baltimore Marathon, 2019 Pittsburgh Half