

# Patrick Schmidt

📍 Von-Brandis-Str. 2, Aachen, Germany  
✉ patrick.schmidt1@rwth-aachen.de

🌐 [linkedin.com/in/pschmidt1](https://www.linkedin.com/in/pschmidt1)  
🌐 [patr-schm.github.io](https://github.com/patr-schm)

## WORK EXPERIENCE

### Visual Computing Institute, Aachen, Germany — *Research Assistant*

MAY 2017 – PRESENT (PhD Student)

Geometry processing, surface parametrization and mapping, numerical optimization.

### Autodesk, Cambridge, United Kingdom — *Software Engineering Intern*

JUNE 2016 – SEPTEMBER 2016

Worked on automatic quad mesh generation tools as part of a scrum team.

### RWTH Aachen University, Germany — *Student Research Assistant*

OCTOBER 2014 – MAY 2016

Designed and implemented a novel algorithm for user-guided quad remeshing.

### FOERST Driving Simulators, Germany — *Software Engineering Intern*

MARCH 2011 – JULY 2011

Implemented a map editor as part of a commercial driving simulation software in C++.

## EDUCATION

### RWTH Aachen University — *B. Sc. and M. Sc. Computer Science*

OCTOBER 2011 – MARCH 2017

**Coursework:** Computer Graphics, Geometry Processing, Discrete Differential Geometry, Computer Vision, Convex Optimization, Operations Research.

## PUBLICATIONS (first-authored)

**Distortion-Minimizing Injective Maps Between Surfaces** (SIGGRAPH Asia 2019)

**Inter-Surface Maps via Constant-Curvature Metrics** (SIGGRAPH 2020)

**TinyAD: Automatic Differentiation in Geometry Processing Made Simple**  
(Symposium on Geometry Processing 2022)

**Surface Maps via Adaptive Triangulations** (Eurographics 2023)

## TEACHING EXPERIENCE

### RWTH Aachen University, Germany

Supervised **B. Sc. and M. Sc. theses** in computer graphics and geometry processing.

Lecture **Basic Techniques in Computer Graphics** TA (2017 - present).

Practical **Geometry Processing and 3D Printing** TA (2021).

Seminar **Current Topics in Computer Graphics** (2017, 2022).

Lectures **Programming and Formal Systems, Automata, Processes** TA (2012 - 2014).

## ADDITIONAL EXPERIENCE

### International Journals and Conferences — *Reviewer*

Computers & Graphics (2019), ACM Transactions on Graphics (SIGGRAPH Asia 2020, SIGGRAPH 2022), SIGGRAPH Posters (2021), SIGGRAPH Conference Track (2022)  
Computer Animation and Virtual Worlds (2021, 2022), Computer Aided Geometric Design (2022).

### ACM SIGGRAPH — *Student Volunteer Team Leader*

**Student Volunteer** (2015, 2016), **Team Leader** (2017, 2018, 2019): Managed ~450 volunteers as one of 18 team leaders at computer graphics conference with 18k attendees. Juried application process, trained and supervised volunteers on-site.

## AWARDS & HONORS

**Günter Enderle Best Paper Award** at Eurographics 2023  
(first author)

**Best Paper Award (1<sup>st</sup> Place)**  
at Symposium on Geometry Processing 2022 (first author)

**Best Paper Award (1<sup>st</sup> Place)**  
at Symposium on Geometry Processing 2021 (co-author)

**Günter Enderle Best Paper Award (Honorable Mention)**  
at Eurographics 2021  
(co-author)

**Berthold Vöcking Master Award** for outstanding master thesis, 2017

**Graduation with Honors**  
M. Sc. at RWTH Aachen University, 2017

**Germany Scholarship**  
Funding due to outstanding academic performance,  
2014 – 2016

**Dean's List** for being among the top 5% of B.Sc. graduates, 2014

## LANGUAGES

**English:** fluent  
**German:** native