PRASHANT KUMAR

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EDUCATION

Oregon State University (OSU), Corvallis, USA (GPA 3.72/4.00)

Sept 2014 – Present M.Eng., Computer Science

Ph.D., Computer Science (Ongoing)

Indian Institute of Technology (IIT), Kharagpur, India

July 2003 – May 2008 B.S., Chemistry, Honors

M.S., Chemistry

PROFESSIONAL EXPERIENCE

Divergent Technologies, Inc., Torrance, California, USA

March 2019 - July 2019

Intern, Software Development

Multi-Material Selection Optimization (MMSO)

Developed a tool to recognize and recommend commercial off-the-shelf (COTS) to reduce the overall cost of 3D printing process

Wolfram Research, Inc., Champaign, Illinois, USA

June 2016 - Sept 2016

Intern, Mathematica Algorithm R&D

Linked Wolfram's Mathematica with SideFX's Houdini

Developed software package to connect Mathematica with Houdini, for reading geometry data useful for plot functions and other functionalities of 3D Printing

Department of Computer Science, OSU

Sept 2014 – Present

Graduate Assistant

Geometry and Field Processing on Non-Orientable Surfaces

Designed and developed topological modifications and remeshing of non-orientable surfaces

• Connectivity Editing for Hexahedral Meshes

Designed and optimized topological modifications of hexahedral meshes

Robust and Fast Extraction of 3D Symmetric Tensor Field Topology

Designed and visualized degenerate curves and neutral surfaces of 3D symmetric tensor fields

• Interactive Design and Visualization of N-ary Relationships

Designed and visualized N-dimensional binary relationships of graphs and networks

Tensor Field Design in Volumes

Designed tensor field in volumes important in graphics applications like solid texturing, and geometry synthesis

• Interactive Design and Visualization of Branched Covering Spaces

Designed and visualized branched covering spaces of arbitrary surface and fields

• Visualization of Escher Pattern on 3D models

Designed drawing rules for Escher pattern on triangular mesh

3DPLM Software Solutions (Dassault Systemes Subsidiary), R&D Division, Bangalore, India

May 2013 - Sept 2014

Software Engineer

- Designed and developed generalized automation features for applications such as Machining, Robotics, Simulations, Sensors and Riveting Operations
- Managed Product Lifecycle of various modules in Digital Enterprise Lean Manufacturing Interactive Application

Sept 2008 - April 2011

Software Engineer

Integrated True Type Extension fonts and font size capability into Computer-Aided Three-Dimensional Interactive Application

Responsible for designing, developing, testing and delivering the functionalities to end users

Department of Chemistry, University of Montreal (UDeM), Montreal, Canada

May 2011 – March 2013

Research Assistant

Studied flow control in microfluidic channels

Explored nanometric deflections of microcantilever actuators in response to a change in pH/potential

TEACHING EXPERIENCE

Department of Computer Science, OSU

Summer 2017 – 2018

Instructor

Instructed undergraduate level course in CS261, **Data Structures** (65 Students)

Covered topics of Big-O, Dynamic Arrays, Linked Lists, Binary Search Trees, AVL Trees, Heaps,

Maps, Hash Tables and Graphs

Sept 2014 – Present

Graduate Teaching Assistance

Taught graduate and undergraduate level courses

CS515 (Algorithm and Data Structures)

CS261 (Data Structures)

CS550 (Introduction to Computer Graphics)

CS325 (Analysis of Algorithms)

CS575 (Introduction to Parallel Programming)

CS340 (Introduction to Databases) CS344 (Operating Systems I) CS362 (Software Engineering II) CS290 (Web Development)

PUBLICATIONS

Robust and Fast Extraction of 3D Symmetric Tensor Field Topology

Lawrence Roy, **Prashant Kumar**, Yue Zhang, Eugene Zhang

January 2019 **IEEE Transactions** on Visualization and Computer Graphics

Interactive design and visualization of N-ary relationships

Botong Qu, Prashant Kumar, Eugene Zhang, Pankaj Jaiswal, Laurel Cooper, Justin Elser, Yue Zhang November 2017 SA '17: SIGGRAPH Asia 2017 Symposium on Visualization

Tensor field design in volumes

Jonathan Palacios, Lawrence Roy, **Prashant Kumar**, Chen-Yuan Hsu, Weikai Chen, Chongyang Ma, Li-Yi Wei, Eugene Zhang November 2017 ACM Transactions on Graphics (TOG) - Proceedings of ACM SIGGRAPH Asia 2017

Interactive Design and Visualization of Branched Covering Spaces

Lawrence Roy, **Prashant Kumar**, Sanaz Golbabaei, Eugene Zhang

August 2017 IEEE Transactions on Visualization and Computer Graphics

Construction and visualization of branched covering spaces

Sanaz Golbabaei, Lawrence Roy, Prashant Kumar, Eugene Zhang

November 2016 SA '16: SIGGRAPH Asia 2016 Technical Briefs

REVIEWS

A Description of the Diamond Grid for Topological and Combinatorial Analysis

Lidija Comic, Benedek Nagy

May 2018 Graphical Models (GMOD)

Portrait Relief Generation from 3D Object

Yu-Wei Zhang, Bei-bei Qin, Caiming Zhang, Yanzhao Chen, Zhongping Ji

December 2018 Graphical Models (GMOD)

RELEVANT SKILLS

- Comprehensive knowledge and experience in Geometry Modeling, Software engineering, Computer Application Architecture, Computer Aided Designing, OpenGL, Font Rendering, Graphics and Visualization
- Extensive programming experience in C, C++, Python and Shell Scripting
- Proficient in Visual Studio, Linux, Unix environment

SELECTED HONORS & AWARDS

2013 Company-wide "Delivery Excellence Award", 3DPLM Software Solutions
Sept 2014 – Present Graduate Assistantship (full tuition and stipend), OSU

• May 2011 – March 2013 Graduate Assistantship (full tuition and stipend), **UDeM**

• 2003 Ranked top 0.1% among 300,000 applicants in Joint Entrance Examination

SELECTED PRESENTATIONS

• "Interactive Design and Visualization of Branched Covering Spaces"

"Sketch-Based Generation and Editing of Quad Meshes"

"HexEx: Robust Hexahedral Mesh Extraction"

"Mixed-Integer Quadrangulation"

• "Boxelization: Folding 3D Objects into Boxes"

OSU, March 2017

OSU, October 2017

OSU, May 2017

OSU, May 2015

OSU, November 2014