

Srinath Ravichandran

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WORK EXPERIENCE

- **SideFX**, Rendering and Lighting Developer, Toronto, CA 07/2018 - 02/2019
Worked on adding new rendering functionality within the Mantra renderer.
- **Pixar Animation Studios**, RenderMan Software Intern, Seattle, WA 06/2016 - 09/2016
Worked on analyzing and improving curve rendering performance within RenderMan.
- **Dartmouth College**, Teaching Assistant, Hanover, NH 09/2015 - 11/2016
Courses: HCI, Rendering Algorithms, Computer Graphics, Computer Vision
- **CVIT - IIIT-H**, Graduate Research Assistant, Hyderabad, India 08/2011 - 07/2015
Conducted research in the areas of Computer Graphics and High Performance Computing.
- **Google Summer of Code**, Student Developer, Hyderabad, India 05/2014 - 08/2014
Added curve rendering support within the opensource production renderer 'appleseed'.
- **Oracle India Pvt. Ltd**, Quality Assurance Engineer, Bangalore, India 01/2010 - 07/2011
Worked in the JDEdwards EnterpriseOne Tools Division.

EDUCATION

- **Dartmouth College**, Hanover, NH, USA 09/2015 - 06/2018
MS Computer Science
Relevant Coursework: Rendering Algorithms, Computer Graphics, Deep Learning, Machine Learning
Human Computer Interaction, Smartphone programming, Operating Systems
- **International Institute of Information Technology**, Hyderabad, India 08/2011 - 07/2015
MS (by Research) Computer Science; GPA: 9.17/10
Thesis Topic: **Two GPU Algorithms for Raytracing**
Relevant Coursework: Parallel Programming, Concurrent Data Structures, Cloud Computing
Computer Vision, Digital Image Processing
- **Government College of Technology**, Coimbatore, India 08/2005 - 05/2009
BE Computer Science; GPA: 8.65/10 - First Class with Distinction

PUBLICATIONS

- Benedikt Bitterli, **Srinath Ravichandran**, Thomas Müller,
Magnus Wrenninge, Jan Novk, Steve Marschner, Wojciech Jarosz Siggraph Asia 2018 Technical Papers
[A radiative transfer framework for non-exponential media](#)
- **Srinath Ravichandran** and P.J.Narayanan Siggraph Asia 2015 Technical Briefs
[Coherent and Importance Sampled LVC-BDPT on the GPU](#)
- **Srinath Ravichandran** and P.J.Narayanan Siggraph Asia 2013 Technical Briefs
[Parallel Divide and Conquer Ray Tracing](#)

PROJECTS

- **nori-cs187**: Physically based volumetric path tracer developed for the Rendering Algorithms course at Dartmouth.
- **renderbox2**: Fully parallel research oriented uni and bidirectional path tracer on the GPU.
- **foodstar**: An Ingredients-to-Dish android application for all level cooks developed for HCI course at Dartmouth.
- **yalnix**: Developed the core kernel for the yalnix operating system from scratch for the OS course at Dartmouth.

ACHIEVEMENTS

- **Rendering Algorithms**: Grand prize winner in the Dartmouth Rendering Competition 2016

TECHNICAL SKILLS

- **Languages and Tools**: C, C++11/14, Java, Python, Android development, CUDA, Matlab, HTML, Javascript, USD, TensorFlow, OpenGL, Visual Studio, NVIDIA Nsight, Intel VTune, Houdini, Git, SVN, Windows, Linux, GDB