JAMORN **SRIWASANSAK**

Graduate Student, The University of Tokyo

jamorn.sriwasansak@gmail.com jamorn.me (contains a list of personal projects) github.com/jamornsriwasansak

Working Experience

Graphics Research Intern, Polyphony Digital **Aug 2018 - Sep 2018**

- Investigated and implemented several real-time specular occlusion techniques.

Contract Software Developer, Lumio3D **May 2015 - Dec 2015**

- Implemented a Physically Based Rendering framework with an environment map pre-filtering on WebGL.
- Implemented Fast Approximate Anti-Aliasing (FXAA), Horizontal Based Ambient Occlusion (HBAO), depth peeling Order-Independent Transparency and High Dynamic Range bloom for devices without Multiple Render Targets support.
- Implemented a 3D mesh compression for progressive 3D mesh streaming.

Software Developer, VC Group **Jul 2014 - Aug 2014**

- Optimized python code and MySQL stored procedures for analyzing Call Detail Record(CDR) resulting in a 5x increase in performance. This allows the program to keep up with the number of records required by the customer.

Education

(Expected) Doctor of Information Science and Technology , The University of Tokyo **Oct 2018 - Present**

Master of Information Science and Technology , The University of Tokyo **Sep 2016 - Sep 2018**

Bachelor of Computer Engineering , Chulalongkorn University **Jun 2011 - May 2015**

Publications

Jamorn Sriwasansak, Adrien Gruson, and Toshiya Hachisuka. “Efficient Energy-Compensated VPLs using Photon Splatting”. In: *Proceedings of the ACM on Computer Graphics and Interactive Techniques* 1.1 (2018), p. 16.

Projects

Unified Particle Physics Engine (2018) — A CUDA and OpenGL implementation(from scratch) based on unified particle physics [Macklin et al. 2014]. It supports rigid bodies, ropes, clothes, fluid and deformable bodies.

EVPLP (2017) — An OpenGL and OptiX rendering framework that contains several rendering techniques such as path tracing, instant radiosity and progressive photon mapping.

Pic2Verilog (2014) — An application based on the OpenCV framework that can automatically generate Verilog code from a hand-drawn logic gate design.

Awards and Honors

- Japanese Government (MEXT) Scholarship (2016 - Present)
- First Honor Degree, Computer Engineering, Chulalongkorn University (2015)
- Outstanding Student Award, Computer Engineering, Chulalongkorn University (2014)
- Bronze Medal, 6th Thailand Olympiad in Informatics (2010)

Skills

Proficient: C++, javascript, OpenGL, WebGL
Experienced: CUDA, Java, Python, LaTeX

Languages

Thai: Native
English: Working Proficiency