

JAMORN SRIWASANSAK

Graduate Student, Information Science and Technology, The University of Tokyo

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🏠 jamorn.me (contains a list of personal projects)

🐙 github.com/jamornsriwasansak

Education

Graduate Research Student, IST , University of Tokyo

Sep 2016 - Now

Master of Information Science and Technology , University of Tokyo

Sep 2016 - Sep 2018

Bachelor of Computer Engineering , Chulalongkorn University

Jun 2011 - May 2015

Experience

Research Intern , Facebook Reality Labs , (Redmond , WA , USA)

July 2019 - Oct 2019

Research Intern , Polyphony Digital , (Tokyo , Japan)

Aug 2018 - Sep 2018

- Investigated and implemented several real-time specular occlusion techniques using OptiX and OpenGL.

Contract Software Developer , Lumio3D , (Bangkok , Thailand)

May 2015 - Dec 2015

- Implemented a Physically Based Rendering framework with an environment map pre-filtering on WebGL.
- Implemented Fast Approximate Anti-Aliasing, Horizontal Based Ambient Occlusion, 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 , (Bangkok , Thailand)

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.

Back-end Web Developer , Chula Business Administration , (Bangkok , Thailand)

Jan 2013 - Mar 2013

- Implemented a member registration system and credit-card payment subsystem in PHP.

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

Wurst Renderer (2019)

A C++ offline rendering framework that implements several complex rendering papers. Due to several ongoing projects, source code of the framework is only available upon request.

Unified Particle Engine (2018)

A CUDA and OpenGL implementation 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)
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Skills

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

Languages

Thai: Native
English: Working Proficiency