Srinath Ravichandran

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Experience

- **Aclectic Systems Inc**, Santa Clara, CA, *Remote Consultant* — 05/2019 - 06/2019
  Developed a new delta tracking volume rendering module and added new features to Aclectic's existing ray marcher based on ISPC within the Intel OSPRAY framework.
- **SideFX**, Toronto, ON, *Rendering and Lighting Developer* — 07/2018 - 02/2019
  Worked on adding new rendering functionality involving USD within the Mantra renderer as a part of the Houdini Solaris project.
- **Pixar Animation Studios**, Seattle, WA, *RenderMan Software Intern* — 06/2016 - 09/2016
  Worked on analysing and improving curve rendering functionality within RenderMan.
- **Dartmouth College**, Hanover, NH, *Teaching Assistant* — 07/2015 - 09/2016
  Courses: Rendering Algorithms, Computer Graphics, Computer Vision, HCI
- **CVIT-IIIT Hyderabad**, Hyderabad, India, *Graduate Research Assistant* — 08/2011 - 07/2015
  Conducted research in the areas of High Performance Computing and Computer Graphics.
- **Google Summer of Code**, Hyderabad, India, *Student Developer* — 05/2014 - 08/2014
  Added curve rendering support within the opensource production renderer appleseed.
- **Oracle India Private Ltd**, Bangalore, India, *Quality Assurance Engineer* — 01/2010 - 07/2011
  Worked in the functional testing and installation testing teams of the JDEdwards EnterpriseOne Tools division.

Education

- **Dartmouth College**, Hanover, NH, USA — 09/2015 - 06/2018
  MS in Computer Science
  Relevant Coursework: Rendering Algorithms, Computer Graphics, Deep Learning, Machine Learning
- **IIIT Hyderabad**, Hyderabad, India — 08/2011 - 07/2015
  MS (by Research) in Computer Science; GPA: 9.17/10
  Relevant Coursework: Parallel Programming, Concurrent Data Structures, Digital Image Processing, Cloud Computing, Computer Vision
  Thesis Topic: **Two GPU Algorithms for Raytracing**
- **Government College of Technology**, Coimbatore, India — 08/2005 - 04/2009
  Bachelor of Engineering; GPA: 8.65/10; First Class with Distinction

Publications

- Benedikt Bitterli, **Srinath Ravichandran**, Thomas Muller, Magnus Wrenninge, Jan Novak, 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, CUDA, Matlab, Android Development, HTML, Javascript, USD, TensorFlow, OpenGL, Visual Studio, NVIDIA nSight, Intel VTune, Houdini, Git, SVN, Linux, GDB, Windows