

MATHIAS SCHOTT

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EDUCATION

- 08/2005 to present - University of Utah, in Salt Lake City, Utah USA
 - o First in "M.S. in Computing: Graphics and Visualization" program
 - o Now in "PhD in Computing: Graphics and Visualization" program
- 09/2001 to 07/2005 - Fachhochschule Schmalkalden, in Schmalkalden, Germany
 - o Study of Computer Science
 - o Graduated as "Diplom-Informatiker (FH)" magna cum laude
 - o GPA of 1.2 (corresponds to GPA of 3.8 in the US system)
- 08/2003 to 01/2004 - Høgskolen i Gjøvik, in Gjøvik, Norway
 - o Erasmus exchange student

RESEARCH

- 11/2006 - Attended the NVIDIA CUDA workshop in Santa Clara, CA
- 07/2005 - Diploma thesis: "Performance evaluation of GPU-based neural networks"
- 09/2004 - Attended the two-week summer school of the German National Academic Foundation in Görlitz, Germany; participated there in the "Image-based Rendering" workgroup, led by Hans-Peter Seidel
- 04/2004 - Attended the "OpenGL Masterclass" workshop, held by 3Dlabs in Munich, Germany

WORKING EXPERIENCE

- 06/2006 to 08/2006 - *returning to NVIDIA Corporation as a Developer Technology intern*
- 05/2006 to 07/2006 - Developer Technology intern at NVIDIA Corporation, Santa Clara, CA
- 01/2003 to 06/2003 - Student assistant at Fachhochschule Schmalkalden
 - o Software development for distributed rendering of real-time video data on a custom display device
- 11/2001 to 03/2002 - Student assistant at Fachhochschule Schmalkalden
 - o Development of demos to show features of a custom educational embedded system that got developed at the university

SCHOLARSHIPS

- 08/2006 to 05/2007 - NVIDIA Fellowship for the 2006/2007 academic year
- 09/2005 to 04/2006 - Fulbright scholarship to study in the USA
- 09/2005 to 04/2006 - Study Abroad scholarship of the German National Academic Foundation
- 04/2004 to 08/2005 - Scholarship of the German National Academic Foundation

PROJECTS

- Lightning - Development of a DX10 SDK sample during 2006 internship at NVIDIA to render fast, realistically looking beams of lightning by an geometry shader based L-system-like subdivision scheme and image based filtering
- gl_tut - Development of various focused showcase OpenGL demos for classroom use at the Fachhochschule Schmalkalden such as volume shadows, shadow mapping, bump mapping, texture-based lighting, rigid body animation
- LEDMatrix - Development of PC software for controlling a 96x64 pixel 7-Bit grayscale display panel that consists of a cluster of 8-bit microprocessors to drive 8x8 LED modules; display is connected over network to embedded PC via USB

SKILLS

- Languages - C/C++, C#, basics of x86 Assembly & SIMD
- OpenGL - 6+ years of programming experience
 - Detailed knowledge of the OpenGL 2.1 API and relevant extensions
 - Experience using assembly, CG, GLSL for GPU and GPGPU programming
- DirectX - overview over DirectX9, ManagedD3D9, fluent in DirectX10
- Software - Familiarity with: Visual Studio, Photoshop, Matlab, 3D Studio Max
- Communication - German: native language; English: proficient; Norwegian: basic knowledge