

Ian Mallett

Inquire for additional contact information
ian@geometrian.com – www.geometrian.com

SELECTED EDUCATION

University of Utah, Salt Lake City, Utah, USA 2014 – 2018
Doctor of Philosophy (Ph.D.) in Computing (Expected)

University of New Mexico, Albuquerque, New Mexico, USA 2010 – 2014

Bachelor of Science (B.S.) in Computer Science
Departmental honors
Undergraduate thesis (see research; adviser Dr. Lance R. Williams)

Bachelor of Science (B.S.) in Pure Mathematics
Outstanding undergraduate student

Summa Cum Laude (With Highest Honors)

Dean's List

GPA: 4.03

ΦΚΦ Honor Society

SELECTED SKILLS

Languages

English (native)

French (elementary)

Programming Languages

Fluent: C, C++, Python (2.* and 3.*), GLSL

Familiar: C#, Java, Scheme (Lisp), MATLAB, OpenCL Kernel

Web/Misc.: HTML, PHP, UML, L^AT_EX

Technologies and Skills

OpenGL, OpenCL, GPGPU algorithms

MSVC, gcc/g++/Clang, other dev. tools, Blender, office tools, misc. Adobe products

Real/Complex Analysis, Number Theory, Differential Equations, Dynamical Systems, Descriptive/Inferential Statistics, Vector and Higher-Dimensional Calculus, Abstract Algebra, Algebraic and General Topology

Algorithmic Analysis

SELECTED RESEARCH

Graphics Research Projects

First author on paper targeting SIGGRAPH 2016

Author on paper targeting SIGGRAPH 2016

Author on paper targeting HPG 2016/SIGGRAPH 2016

First author on paper targeting HPG 2016

First author on paper targeting second-tier conference (extension of undergraduate thesis)

Coauthor on paper targeting second-tier conference

First author on paper targeting SIGGRAPH Asia 2016

“Dot-Product Reparameterizations of Tabular Isotropic BSDFs”

Undergraduate thesis

First place UNM CSSC

April 2014

“Anisotropic Texture Filtering using Line Integral Textures” first author (Vahid Noor-mofidi coauthor), unpublished

Internship at NVIDIA Research Redmond - work on VR-related rendering issues

Graphics Groups

University of Utah Hardware Ray Tracing Research Group

Fall 2014 – Present

Research Assistant at the UNM Advanced Graphics Lab

Fall 2010 – Spring 2014

Real-time rendering algorithms, light transport, and GPGPU