

Eric Risser

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Research Interests I am interested in computer graphics and machine learning; specifically, in example based automatic art creation with a strong focus on texture synthesis and hybridization.

Education

- 2009-2013 Ph.D. candidate in Computer Science, Trinity College Dublin, member of graphics, vision and visualization group.
- 2007-2009 Masters in Computer Science from Columbia University NYC, graphics track, member of Columbia University graphics research group.
- 2002-2006 Graduated from the University of Central Florida in spring 2006 with a Bachelor of Computer Science and a minor in Mathematics.

Publications & Presentations

- 2013 “Texture Synthesis Based Hybridisation for Images and Geometry” thesis accepted by the Office of Graduate Studies of Trinity College Dublin in candidacy for the degree of Doctor of Philosophy.
- 2010 Invited talk at Pixar Studios in Berkley California (September 2010).
- 2010 “Synthesizing Structured Image Hybrids” paper published at ACM Siggraph 2010.
- 2008 “Multiscale Texture Synthesis” paper published at ACM Siggraph 2008.
- 2008 “Truer Impostors” lecture given at Game Developers Conference 2008.
- 2007 “Faster Relief Mapping Using the Secant Method” paper published in the Journal of Graphics Tools.
- 2007 “Rendering 3D Volumes Using Per-Pixel Displacement Mapping” paper published at ACM Sandbox, a Siggraph video game symposium.
- 2007 “True Impostors” published in GPU Gems 3 by Nvidia.
- 2007 “True Impostors” presented at Game Developers Conference 2007.
- 2006 “True Impostors” poster presented at Siggraph.
- 2006 “Faster Relief Mapping Using the Secant Method” poster presented at I3D.

Work Experience

- 2010 Research intern at Adobe Systems in the creative technologies lab. Supervised by David Salesin and Radomir Mech.
- 2007 – 2009 Research Assistant position as a member of the computer graphics research team at Columbia University. Research focuses on example based synthesis of 2D and 3D content.
- 2004-2007 Research Assistant position as a member of the computer graphics research team at the University of Central Florida. Research focused on real time GPU rendering, specifically on finding new algorithms to render large amounts of complex geometry in real time on contemporary consumer level hardware.
- 2004 & 2005 Worked as a teachers assistant under Arup Guha for the Burnet Honors College Summer Institute at the University of Central Florida in which I both taught students introductory Computer Science during a recitation and tutored them one on one during a lab section (along with test proctoring and grading duties).

Achievements

- 2008 Trinity College Ussher Doctoral Fellowship awarded for full fees and stipend for PhD.
- 2005 Completed Honors in the Major Program (wrote undergraduate thesis).
- 2004 & 2005 Boeing Merit Scholarship: awarded separately two years in a row.
- 2002-2006 Bright Futures scholarship: Florida Academic Scholars Award

Peer Review Service

- 2013 ACM SIGGRAPH
- 2013 COMPUTER GRAPHICS FORUM
- 2011 ACM SIGGRAPH
- 2011 IEEE Transactions on Visualization and Computer Graphics
- 2011 PACIFIC GRAPHICS

- References** Available upon request