

# Gregory Nichols

gregory.b.nichols@gmail.com  
http://gregnichols.org

## **Address:**

239 N. Myers St  
Burbank, CA 91506  
(319) 541-3776

## **Education:**

Doctor of Philosophy (PhD) - May 2010  
Computer Science (Interactive GPU-based Computer Graphics)  
University of Iowa, Iowa City, IA  
Advisor: Dr. Christopher Wyman

Master of Science (MS) - May, 2007  
Computer Science  
University of Iowa, Iowa City, IA

Bachelor of Science Degree - May, 2002  
Central College, Pella, IA  
Major: Computer Science  
Minor: Mathematics

## **Work Experience:**

Walt Disney Animation Studios, Burbank, CA  
Senior Software Engineer  
July 2010 - present

- Helped design, build, and maintain Disney's Hyperion production renderer  
Responsible for R&D and implementation of multiple subsystems  
Strong performance focus: algorithmic, multithreading, scalability  
Named inventor in 9 resulting patents
- Technology lead for an advanced pipeline R&D group  
Aimed at improving data and computation efficiency with both local and remote computation and storage  
The group's efforts spawned several larger studio technology initiatives
- Developed and consulted on many internal tools for feature film production
- Credited in 6 animated feature films

University of Iowa, Iowa City, IA  
Teaching and Research Assistant (various roles)  
August 2004 - May 2010

CartêGraph Systems Inc., Dubuque, IA  
Software Engineer

May 1998 – August 1998, May 2000 – August 2000,  
December 2000 – January 2001, October 2001 – May 2002,  
August 2002 – August 2003

- Assisted in software development (C++ and VBScript) for several commercial and internal CartêGraph products
- Assisted in testing unreleased products for quality assurance

Fifth Ace Productions, LLC – Dubuque, IA (president and co-owner)  
July 1999 – 2009

- Designed, developed, and maintained BeBits (<http://www.bebits.com>), a BeOS software site which often received over 500,000 daily impressions ("hits") and formerly included e-commerce services
- Designed, developed, and maintained websites for various organizations

- Skill Highlights:** Fluent in C/C++; conversant in many other languages  
Expert in high quality and interactive rendering, multicore performance  
Production and research experience with OpenGL and other graphics APIs  
Experienced in designing architecture and APIs for robust systems
- PhD Thesis:** Multiresolution Image-Space Rendering for Interactive Global Illumination  
Ph.D. Thesis, University of Iowa, July 2010
- Publications:** Sorted Deferred Shading for Production Path Tracing  
Christian Eisenacher, Gregory Nichols, Andrew Selle, Brent Burley  
Eurographics Symposium on Rendering, June 2013
- Interactive, Multiresolution Image-Space Rendering for Dynamic Area Lighting  
Greg Nichols, Rajeev Penmatsa, and Chris Wyman  
Eurographics Symposium on Rendering, June 2010
- Interactive Indirect Illumination Using Adaptive Multiresolution Splatting  
Greg Nichols and Chris Wyman  
IEEE Transactions on Visualization and Computer Graphics, 2010
- Fast, Stencil-Based Multiresolution Splatting for Indirect Illumination  
Chris Wyman, Jeremy Shopf, and Greg Nichols  
GPU Pro: Advanced Rendering Techniques, pg. 199-214. AK Peters, 2010
- Hierarchical Image Space Radiosity for Interactive Global Illumination  
Greg Nichols, Jeremy Shopf, and Chris Wyman  
Eurographics Symposium on Rendering, June 2009
- Multiresolution Splatting for Indirect Illumination  
Greg Nichols and Chris Wyman  
ACM Symposium on Interactive 3D Graphics and Games, February 2009
- Adaptive Caustic Maps Using Deferred Shading  
Chris Wyman and Greg Nichols  
Computer Graphics Forum 28(2), 309-318, April 2009
- Posters:** Direct Illumination from Dynamic Area Lights With Visibility  
Greg Nichols, Rajeev Penmatsa, and Chris Wyman  
ACM Symposium on Interactive 3D Graphics and Games, February 2010
- Voxel-Space Ambient Occlusion  
Rajeev Penmatsa, Greg Nichols, and Chris Wyman  
ACM Symposium on Interactive 3D Graphics and Games, February 2010
- Direct Illumination from Dynamic Area Lights  
Greg Nichols and Chris Wyman  
SIGGRAPH, August 2009
- Exploring Volume Rendering With Path Tracing  
Scott Davis, Xiaoqian Jiang, Greg Nichols, and James Cremer  
SIGGRAPH, August 2005

References available on request