

Dario Seyb

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Education

Aug 2018 – 2024 (expected)	Dartmouth College PhD student in the Visual Computing Lab.	PhD Student
Oct 2014 – July 2018	RWTH Aachen University Computer science with a focus on computer graphic. Thesis: “A Multi-layered Approach to Embedded Mesh Deformation”	Undergraduate Student
March – June 2014	EUCROMA 5-month course offered by The Danish Filmschool on game and film production.	Student

Work Experience

June 22 – Sept 22	Graphics R&D Intern at NVIDIA Researching alternative geometry representations for level of detail.
June 21 – Sept 21	Graphics R&D Intern at Facebook Reality Labs Working on extension to Codec Avatars for cloud based rendering.
June 20 – Sept 20	Graphics R&D Intern at Facebook Reality Labs Researching XR cloud graphics solutions for high quality visuals on low-power devices.
June 19 – Aug 19	Graphics Intern at Activision/Blizzard Researching new light baking techniques for partially dynamic scenes. Results were used in production and published at SIGGRAPH 2020.
Oct 16 – Aug 18	CTO/Co-Founder at NVRMIND Working on art tools for VR, mainly AnimVR, a VR animation program that supports hand drawn, frame-by-frame animation as well as importing and animating assets from most 3D file formats. Used in production by several studios.
Nov 15 – Feb 18	Student Research Assistant at the VCI RWTH Aachen Creating a laser cut layout tool and writing drivers for various laser cutters in C++
April 15 – Oct 15	Software Engineer Intern at Microsoft Working on business intelligence and telemetry solutions. Analyzing big data and creating a custom query engine with its own query language and visualization frontend.
June 14 – July 15	Graphics Programmer at XTODIE Working on the explorational horror game Ragnarök for the Oculus Rift.
July 14 – April 15	Frontend Programmer at Klang Games Working as a gameplay and graphics programmer.

Aug 13 – Nov 13

Internship at Newtracks

Gameplay Programmer. Developed game prototypes using Unity3D.

July 2011, Oct 2011

Multiple internships at Brightside Games

July 2012

Gameplay- and Tools Programmer for iOS using Unity3D and C#

Publications

- 2022 Katherine Salesin, **Dario Seyb**, Sarah Friday, Wojciech Jarosz.
DIY hyperspectral imaging via polarization-induced spectral filters.
International Conference on Computational Photography (ICCP)
- 2022 Rohan Sawhney*, **Dario Seyb***, Wojciech Jarosz†, Keenan Crane†.
Grid-free Monte Carlo for PDEs with spatially varying coefficients.
ACM Transactions on Graphics (Proceedings of SIGGRAPH), 41(4)
- 2022 Yang Qi, **Dario Seyb**, Benedikt Bitterli, Wojciech Jarosz.
A bidirectional formulation for Walk on Spheres.
Computer Graphics Forum (Proceedings of EGSR), 41(4)
- 2020 **Dario Seyb**, Peter-Pike Sloan, Ari Silvennoinen, Michał Iwanicki, Wojciech Jarosz.
The design and evolution of the UberBake light baking system.
ACM Transactions on Graphics (Proceedings of SIGGRAPH), 39(4)
- 2019 **Dario Seyb**, Alec Jacobson, Derek Nowrouzezahrai, Wojciech Jarosz.
Non-linear sphere tracing for rendering deformed signed distance fields.
ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia), 38(6)

Accomplishments

- Nov 2019 Won the Fall 2019 [Dartmouth Rendering Competition](#)
- April 2017 Won the Unity3D Editor VR Contest with the 3D sculpting tool "Creations"
- Feb 2015 Was awarded a scholarship by the German National Academic Foundation
- June 2013 A second prize in the first round and a third prize in the second round of the "Bundeswettbewerb Informatik" (German computer science competition)

Notable Projects

AnimVR (NVRMIND | 2016 - 2019)



[ANIMVR](#) enables users to draw & animate in VR, providing a set of tools based on concepts used in traditional animation: like frames, onionskin, multiple timelines and more. We released AnimVR on all major headsets and it is currently used by independent creators and large studios alike.