

# NICHOLAS SHARP

nmwsharp@gmail.com | www.nmwsharp.com |  nmwsharp |  google scholar

## Education

---

### Carnegie Mellon University · MS & PhD in Computer Science

ADVISOR: KEENAN CRANE

Topics: geometry processing, computer graphics & vision, geometric learning

Pittsburgh, PA

Aug 2021

### Virginia Tech · BS in Engineering Physics, Computer Science, Mathematics

TRIPLE MAJOR, IN HONORS

Minors in Physics and Statistics

Blacksburg, VA

May 2015

## Work Experience

---

### NVIDIA

SENIOR RESEARCH SCIENTIST

Research at the intersection of 3D geometry and machine learning. Applications to computer graphics, computer vision, and robotics. Member of Sanja Fidler's AI Lab.

Seattle, WA

July 2022 - ongoing

### University of Toronto & Fields Institute for Mathematics

POSTDOCTORAL FELLOW

Supervised by Alec Jacobson. Affiliated with the Vector Institute for AI.

Toronto, ON

Aug 2021 - July 2022

### Carnegie Mellon University

GRADUATE RESEARCHER

Pittsburgh, PA

Aug 2015 - Aug 2021

### Oculus Research / Facebook Reality Labs

RESEARCH INTERN

Mentors: Yaser Sheikh, Takaaki Shiratori, Alexander Fix. Developed new methods for learned appearance modeling and temporal correspondence in 3D reconstructions. Prototyped a multicamera scanning system, including hardware and calibration.

Pittsburgh, PA & Redmond, WA

Summer 2015 & 2016, Fall 2018

### Microsoft Silicon Valley

SOFTWARE DEVELOPMENT INTERN

Mountain View, CA

Summer 2013

### Lawrence Livermore National Lab

HIGH ENERGY DENSITY PHYSICS INTERN

Integrated new visualizations into a massively parallel multiphysics codebase.

Livermore, CA

Summer 2012

### Johns Hopkins University Applied Physics Lab

NASA RESEARCH INTERN

Mentor: Mikhail Sitnov. Developed an empirical computer model of the terrestrial magnetosphere synthesizing first-principle techniques and data analytics.

Laurel, MD

Summer 2011

# Publications

---

- [22] **Surface-Filling Curve Flows via Implicit Medial Axes**  
Yuta Noma, Silvia Sellán, Nicholas Sharp, Karan Singh, Alec Jacobson  
ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH) 2024
- [21] **Simplicits: Mesh-Free, Geometry-Agnostic, Elastic Simulation**  
Vismay Modi, Nicholas Sharp, Or Perel, Shinjiro Sueda, David I. W. Levin  
ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH) 2024
- [20] **Adaptive Shells for Efficient Neural Radiance Field Rendering**  
Zian Wang\*, Tianchang Shen\*, Merlin Nimier-David\*, Nicholas Sharp, Jun Gao, Alexander Keller, Sanja Fidler, Thomas Müller, Zan Gojcic  
ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH ASIA) 2023 - **BEST PAPER AWARD**
- [19] **TexFusion: Synthesizing 3D Textures with Text-Guided Image Diffusion Models**  
Tianshi Cao, Karsten Kreis, Sanja Fidler, Nicholas Sharp\*, Kangxue Yin\*  
ICCV 2023 (ORAL)
- [18] **ATT3D: Amortized Text-to-3D Object Synthesis**  
Jonathan Lorraine, Kevin Xie, Xiaohui Zeng, Chen-Hsuan Lin, Towaki Takikawa, Nicholas Sharp, Tsung-Yi Lin, Ming-Yu Liu, Sanja Fidler, James Lucas  
ICCV 2023
- [17] **Data-Free Learning of Reduced-Order Kinematics**  
Nicholas Sharp, Cristian Romero, Alec Jacobson, Etienne Vouga, Paul G. Kry, David I.W. Levin, Justin Solomon  
SIGGRAPH 2023
- [16] **Flexible Isosurface Extraction for Gradient-Based Mesh Optimization**  
Tianchang Shen, Jacob Munkberg, Jon Hasselgren, Kangxue Yin, Zian Wang, Wenzheng Chen, Zan Gojcic, Sanja Fidler, Nicholas Sharp\*, Jun Gao\*  
ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH) 2023
- [15] **Surface Simplification using Intrinsic Error Metrics**  
Hsueh-Ti Derek Liu\*, Mark Gillespie\*, Benjamin Chislett\*, Nicholas Sharp, Alec Jacobson, Keenan Crane  
ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH) 2023
- [14] **VectorAdam for Rotation Equivariant Geometry Optimization**  
Selena Ling, Nicholas Sharp, Alec Jacobson  
CONFERENCE ON NEURAL INFORMATION PROCESSING SYSTEMS (NEURIPS 2022)
- [13] **Spelunking the Deep: Guaranteed Queries on General Neural Implicit Surfaces via Range Analysis**  
Nicholas Sharp, Alec Jacobson  
ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH) 2022 - **BEST PAPER AWARD**
- [12] **DiffusionNet: Discretization Agnostic Learning on Surfaces**  
Nicholas Sharp, Souhaib Attaiki, Keenan Crane, Maks Ovsjanikov  
ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH) 2022
- [11] **Integer Coordinates for Intrinsic Geometry Processing**  
Mark Gillespie, Nicholas Sharp, Keenan Crane  
ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH ASIA) 2021

- [10] **Intrinsic Triangulations in Geometry Processing**  
 Nicholas Sharp  
 PHD THESIS, CARNEGIE MELLON UNIVERSITY
- [9] **Geometry Processing with Intrinsic Triangulations**  
 Nicholas Sharp, Mark Gillespie, and Keenan Crane  
 ACM SIGGRAPH COURSES 2021
- [8] **You Can Find Geodesic Paths in Triangle Meshes by Just Flipping Edges**  
 Nicholas Sharp and Keenan Crane  
 ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH ASIA) 39 (6) 2020
- [7] **A Laplacian for Nonmanifold Triangle Meshes**  
 Nicholas Sharp and Keenan Crane  
 SYMPOSIUM ON GEOMETRY PROCESSING (SGP) 2020 - **BEST STUDENT PAPER AWARD**
- [6] **PointTriNet: Learned Triangulation of 3D Point Sets**  
 Nicholas Sharp and Maks Ovsjanikov  
 EUROPEAN CONFERENCE ON COMPUTER VISION (ECCV) 2020
- [5] **Navigating Intrinsic Triangulations**  
 Nicholas Sharp, Yousuf Soliman, and Keenan Crane  
 ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH) 38 (4) 2019
- [4] **The Vector Heat Method**  
 Nicholas Sharp, Yousuf Soliman, and Keenan Crane  
 ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH) 38 (4) 2019
- [3] **Variational Surface Cutting**  
 Nicholas Sharp and Keenan Crane  
 ACM TRANSACTIONS ON GRAPHICS (SIGGRAPH) 37 (4) 2018
- [2] **Pathways on Demand: Automated Reconstruction of Human Signaling Networks**  
 Anna Ritz, Christopher L Poirel, Allison N Tegge, Nicholas Sharp, Kelsey Simmons, Allison Powell, Shiv D Kale, and TM Murali  
 NPJ SYSTEMS BIOLOGY AND APPLICATIONS 2016
- [1] **Xtalk: A Path-Based Approach for Identifying Crosstalk Between Signaling Pathways**  
 Allison N Tegge, Nicholas Sharp, and TM Murali  
 BIOINFORMATICS, 2016

## Awards

---

- 2023 **Best Paper Award** SIGGRAPH Asia 2023
- 2022 **Best Paper Award** SIGGRAPH 2022
- 2022 **SGP Software Award** Symposium on Geometry Processing
- 2020 **Best Paper Award (student paper)** Symposium on Geometry Processing 2020
- 2016 **NSF Graduate Research Fellowship**
- 2015 **Best Project Pitch** CMU Graphics Seminar
- 2015 **Finalist** CRA Undergraduate Researcher Award
- 2015 **World Finalist** ACM ICPC Competitive Programming Contest in Marrakech, Morocco
- 2014 **World Finalist** ACM ICPC Competitive Programming Contest in Ekaterinburg, Russia
- 2014 **Meritorious Winner** Mathematical Contest in Modeling

## Invited Talks and Tutorials

---

\* denotes talks delivered virtually

### **Spelunking the Deep: Guaranteed Queries on General Neural Implicit Surfaces via Range Analysis**

Apr 2023	BROWN VISUAL COMPUTING SEMINAR	Providence, RI*
Feb 2023	UW GRAPHICS	Seattle, WA
Sep 2022	AMHERST MLFL	Amherst, MA*
Oct 2022	IEEE VIS INVITED TALKS	Oklahoma City, OK*
Aug 2022	SIGGRAPH 2022	Vancouver, BC

### **DiffusionNet: Discretization Agnostic Learning on Surfaces**

Aug 2022	SIGGRAPH 2022	Vancouver, BC
----------	---------------	---------------

### **Robust and Reliable Geometry Processing**

Oct 2022	EVOCATION SUMMER SCHOOL	online*
July 2022	SUMMER GEOMETRY INITIATIVE TUTORIALS	online*
Oct 2021	STAG GRADUATE SCHOOL	online*

### **Geometry Processing with Intrinsic Triangulations**

Aug 2021	ACM SIGGRAPH COURSES (SIGGRAPH 2021)	online*
June 2021	INTERNATIONAL MESHING ROUNDTABLE COURSES (IMR 2021)	online*

### **Geometric Perspectives on 3D Deep Learning**

Feb 2022	GOOGLE BRAIN TORONTO	Toronto, ON*
----------	----------------------	--------------

### **Intrinsic Triangulations in Geometry Processing**

Apr 2021	UCSD VISUAL COMPUTING SEMINAR	San Diego, CA*
Mar 2021	GAMES SEMINAR	online*
Nov 2020	STANFORD GEOMETRIC COMPUTATION GROUP	Stanford, CA*
Nov 2020	ADOBE RESEARCH	San Jose, CA*
Oct 2020	TORONTO GEOMETRY COLLOQUIUM	Toronto, ON*
Oct 2019	STREAM GROUP, LIX, ÉCOLE POLYTECHNIQUE	Paris, France

### **Robustness in Geometry Processing: from Laplacians to Learning**

Feb 2021	NVIDIA TORONTO AI LAB	Toronto, ON*
----------	-----------------------	--------------

### **Robust Geometry Processing and Nonmanifold Laplacians**

July 2020	MIT GRAPHICS SEMINAR	Cambridge, MA*
-----------	----------------------	----------------

### **Geometric Computing with geometry-central**

July 2020	SGP 2020 GRADUATE SCHOOL	Utrecht, NL*
-----------	--------------------------	--------------

### **Variational Surface Cutting**

June 2018	IST AUSTRIA	Klosterneuburg, Austria
-----------	-------------	-------------------------

### **You Can Find Geodesic Paths in Triangle Meshes by Just Flipping Edges**

Nov 2020	ACM SIGGRAPH ASIA 2020	Daegu, SK*
----------	------------------------	------------

### **PointTriNet: Learned Triangulation of 3D Point Sets**

Aug 2020	ECCV 2020	online*
----------	-----------	---------

## A Laplacian for Nonmanifold Triangle Meshes

July 2020 SGP 2020

Utrecht, NL\*

## Navigating Intrinsic Triangulations

Aug 2019 ACM SIGGRAPH 2019

Los Angeles, CA

## The Vector Heat Method

Aug 2019 ACM SIGGRAPH 2019

Los Angeles, CA

## Variational Surface Cutting

Aug 2018 ACM SIGGRAPH 2018

Vancouver, BC

## Machine Learning Models for Terrestrial Space Weather Forecasting

July 2014 SIAM ANNUAL MEETING, UNDERGRADUATE RESEARCH SESSION

Chicago, IL

## Optimal Control in Time-Varying Velocity Fields using Alpha Hulls

July 2014 SIAM ANNUAL MEETING, UNDERGRADUATE RESEARCH SESSION

Chicago, IL

## Software

---

Additionally, open-source code is available for all publications above at <https://github.com/nmwsharp/>.

### Polyscope - (*SGP Software Award winner, 2022*)

Easy 3D visualization of meshes, point clouds, etc. in C++ & Python. Enables engineers, artists, and researchers to create useful, interactive visualizations with < 5 lines of code.

[polyscope.run](#)

### geometry-central

A modern C++ library of data structures and algorithms for geometry processing, with a particular focus on surface meshes.

[geometry-central.net](#)

### hapPLY

A header-only C++ reader/writer for .ply file format. Parse .ply happily!

[github.com/nmwsharp/happly](#)

## Service

---

### "SENIOR" REVIEWING

- SIGGRAPH Asia Technical Papers Committee (2023)
- Symposium on Geometry Processing IPC (2021-2024)
- Eurographics IPC (2024)
- Pacific Graphics IPC (2022, 2024)
- Eurographics STAR IPC (2023)
- Shape Modeling International IPC (2022)

### REVIEWING

- SIGGRAPH (2020-2024)
- SIGGRAPH Asia (2021-2024)

Transactions on Graphics (2021-2024)  
Symposium on Geometry Processing (2021-2024)  
Symposium on Geometry Processing, Software and Datasets (2021)  
Eurographics (2018-2019, 2023-2024)  
Eurographics, Short Papers (2020,2023)  
Eurographics, STAR (2023)  
Pacific Graphics (2020,2022,2024)  
Shape Modeling International (2022)  
Transactions on Visualization and Computer Graphics (2021-2024)  
Computer-Aided Design (2023-2024)  
Computational Geometry: Theory and Applications (2019)  
Computers and Graphics (2021-2023)  
Graphics Interface (2020)

## MENTORING

Project Leader, Summer Geometry Institute (2020-2024)  
Mentor, SIGGRAPH RDRC Graduate Application Mentorship Program (2021)  
Mentor, CMU Graduate Application Support Program (2020)  
Tutorial Author, SIGGRAPH Research Career Development Committee (2022)

## TEACHING

CMU 15-462 Computer Graphics, Lead Teaching Assistant (2016)  
CMU 15-869 Discrete Differential Geometry, Teaching Assistant (2015)

## MISCELLANEOUS

Problem Author, ACM Inter-Collegiate Programming Contest (ICPC) (2017-2018)  
Organizer, Virginia High School Programming Contest (2015)  
Organizer, CMU CS PhD Admissions Open House (2017)  
Organizer, CMU Random Distance Run (2018-2020)

## Skills

---

**Programming** C++, Python, L<sup>A</sup>T<sub>E</sub>X, MATLAB  
**Technologies** PyTorch, JAX, OpenGL, Eigen, CMake  
**Tools** Unix/Linux, VIM, Blender, Adobe Illustrator & Photoshop

## Personal

---

**Cooking** [www.nmwsharp.com/recipes](http://www.nmwsharp.com/recipes)  
**Baking** ciabatta, focaccia, pretzels, sourdough  
**Long Distance Running** 2014 Hokie Half, 2017 Baltimore Marathon, 2019 Pittsburgh Half