

ANJUL PATNEY

Electrical and Computer Engineering
University of California, Davis
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EDUCATION

- 2007– **Ph.D. in Electrical and Computer Engineering**
University of California, Davis, California, USA
GPA: 4.0/4.0
- 2003–07 **Bachelor of Technology in Electrical Engineering**
Indian Institute of Technology Delhi, India
GPA: 9.3/10.0

RESEARCH

- 2007– **Electrical and Computer Engineering, UC Davis**
Graduate Student Researcher
Working in the broad research area of GPU Computing. Interested in pursuing hardware and software architectures that enable high-throughput computing and flexible graphics solutions for future commodity systems.
Currently exploring interactive GPU-based pipelines for cinematic Reyes rendering. Demonstrated a real-time implementation of the geometry stages for the traditionally offline architecture, which also resulted in an efficient solution for rendering artifact-free interactive smooth surfaces.

TEACHING

- 2008 **EEEC70: Assembly Language**
Teaching Assistant under Prof. Kent Wilken
University of California, Davis

WORK EXPERIENCE

- 2008 **Intel Corporation, Santa Clara, CA, USA**
Summer intern in the Larrabee Architecture Group; Worked towards the performance modeling and evaluation of the upcoming graphics and parallel computation processor
- 2006 **NVIDIA Corporation, Bangalore, India**
Summer intern in the ASIC Design Team; Contributed to the verification and FPGA testing infrastructure for a high-end Media and Communications Processor

PUBLICATIONS

- 2009 **Anjul Patney**, Mohamed S. Ebeida and John D. Owens, “*Parallel View-Dependent Tessellation of Catmull-Clark Subdivision Surfaces*,” Proceedings of High Performance Graphics

- 2008 **Anjul Patney** and John D. Owens, “*Real-Time Reyes-Style Adaptive Surface Subdivision*,” ACM Transactions on Graphics (Proceedings of ACM SIGGRAPH Asia)
- 2008 B. V. N. Silpa, **Anjul Patney**, Tushar Krishna, Preeti Ranjan Panda, and G. S. Visweswaran, “*Texture Filter Memory – A Power-Efficient and Scalable Texture Memory Architecture for Mobile Graphics Processors*,” IEEE/ACM International Conference on Computer-Aided Design
- 2008 Mark Silberstein, Assaf Schuster, Dan Geiger, **Anjul Patney**, and John D. Owens, “*Efficient Computation of Sum-Products on GPUs Through Software-Managed Cache*,” ACM International Conference on Supercomputing

TALKS

- 2008 **Real-Time Reyes: Programmable Pipelines and Research Challenges**
Course Talk at SIGGRAPH Asia 2008, Singapore
- 2008 **Real-Time Reyes-Style Adaptive Surface Subdivision**
Microsoft Research, Redmond, WA
Berkeley Graphics Lunch, UC Berkeley, CA

ACTIVITIES

- 2009 Reviewer, ACM SIGGRAPH 2009 Technical Papers
- 2008 Reviewer, Eurographics 2009 Papers

HONORS & AWARDS

- 2009–10 NVIDIA Research Fellowship
- 2009 Winter, Spring Block Grant Fellowship, Department of ECE, UC Davis
- 2008 Graduate Student Travel Award, UC Davis
- 2007 OGS Fellowship, Department of ECE, UC Davis
- 2007 ICIM Stay Ahead Award for the best project in Computer Technology, IIT Delhi
- 2003–07 Four Merit Prizes for Academic Excellence, IIT Delhi
- 2004–06 NIUS Fellowship, Homi Bhabha Center for Science and Education, India
- 2001–03 KVPY Fellowship, Indian Institute of Science, India

COMPUTER SKILLS

Programming/Scripting: C/C++, Ruby, Perl

Computer Graphics: OpenGL, DirectX 8.0

VLSI Design/CAD: Verilog, Novas Debussy/Verdi, Cadence Virtuoso/Spectre

Operating Systems: Linux, Windows

MISCELLANEOUS

Citizen of India on F-1 student Visa