

DOMINIK BORER

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EDUCATION

- 2017 - PRESENT Ph.D. in COMPUTER GRAPHICS
ETH Zürich, Switzerland
Thesis: Learning Motion Controllers from Corpuses of Kinematic Motions using Deep Reinforcement Learning
Supervisors: Prof. Dr. Robert W. Sumner & Dr. Martin Guay
- 2015 - 2017 M.Sc. in COMPUTER SCIENCE with focus on Visual Computing
ETH Zürich, Switzerland
Thesis: Model-Free Trajectory Optimization of Open-Loop Controls from Hand-crafted Key-framed Animations
Supervisors: Prof. Dr. Robert W. Sumner & Dr. Martin Guay
- 2012 - 2015 B.Sc. in COMPUTER SCIENCE
ETH Zürich, Switzerland
Thesis: Silhouette Based Surface Deformations
Supervisor: Prof. Dr. Markus Gross & Dr. Cengiz Öztireli

TEACHING

- FALL 2017 COMPUTER GRAPHICS
Teaching Assistant at ETH Zürich, Switzerland
- SPRING 2016 NUMERICAL METHODS FOR PARTIAL DIFFERENTIAL EQUATIONS
Teaching Assistant at ETH Zürich, Switzerland

WORK EXPERIENCE

- OCT 2016 - JAN 2017 Internship at DISNEY RESEARCH ZÜRICH
Supervised by Prof. Dr. Robert W. Sumner & Dr. Martin Guay
Working on controllers for simulated characters.

SKILLS

- | | |
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| PROGRAMMING LANGUAGES | C++, C#, Java |
| LIBRARIES | Open Dynamics Engine, Eigen, Caffé, Open MPI, OpenMP |
| DEVELOPMENT TOOLS | Visual Studio, CMake, Git |
| OTHERS | Matlab, \LaTeX , Autodesk Maya (API) |

LANGUAGES

- | | |
|---------|-----------------|
| GERMAN | Mothertongue |
| ENGLISH | Proficient |
| FRENCH | Conversational |
| ITALIAN | Basic Knowledge |

PROJECTS

- MASTER THESIS (2017) Model-Free Trajectory Optimization of Open-Loop Controls
from Hand-crafted Key-framed Animations
- SEMESTER THESIS (2016) Intuitive Design of Simulated Character Controllers
- TOPPOP (2016) Video game developed during the Game Programming Lab Course at ETH
- BACHELOR THESIS (2015) Silhouette Based Surface Deformations
- MORE INFORMATION www.dominikborer.ch