

DOMINIK BORER

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EDUCATION

- 2017 - PRESENT Ph.D. in COMPUTER GRAPHICS
ETH Zürich, Switzerland
Thesis: Deep learning for character animation
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 2018 COMPUTER GRAPHICS
Teaching Assistant at ETH Zürich, Switzerland
- SPRING 2018 MATHEMATICAL FOUNDATIONS OF COMPUTER GRAPHICS AND VISION
Teaching Assistant at ETH Zürich, Switzerland
- 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

- PROGRAMMING LANGUAGES C++, C#, C, Java, Python
LIBRARIES TensorFlow, Caffe, Open Dynamics Engine, Eigen,
Open MPI, OpenMP
DEVELOPMENT TOOLS Visual Studio, CMake, Git
OTHERS Unreal Engine 4, Matlab, L^AT_EX, Autodesk Maya, Unity

LANGUAGES

GERMAN Mothertongue
ENGLISH Proficient
FRENCH Conversational
ITALIAN Basic Knowledge

PUBLICATIONS

CGVC (2018) Keys-to-Sim: Transferring Hand-Crafted Key-framed Animations to Simulated Figures using Wide Band Stochastic Trajectory Optimization
ECGG (2018) Interacting with a Fully Simulated Self-Balancing Bipedal Character in Augmented and Virtual Reality
MORE INFORMATION www.dominikborer.ch/#publications

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
 GAME LAB (2016) Toppop
BACHELOR THESIS (2015) Silhouette Based Surface Deformations
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