

Jonathan T. Moon

Program of Computer Graphics
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EDUCATION

Ph.D. Computer Science (in progress)

Cornell University, Ithaca NY, expected December 2009

Thesis title: Physically based rendering of hair and other discrete random media

Minor field: Applied mathematics

Committee: Stephen R. Marschner (advisor), Donald P. Greenberg, Dan Huttenlocher, Dexter Kozen

B.S. Computer Science and B.S. Mathematics

Magna cum laude

University of Minnesota, Minneapolis MN, May 2003

RESEARCH INTERESTS

Efficient physically based rendering techniques for hair, discrete random media, scattering volumes, and subsurface effects. Multiple scattering and global illumination, appearance modeling and measurement.

PUBLICATIONS

Wenzel Jakob, Jonathan T. Moon, and Steve Marschner. *Capturing hair assemblies fiber by fiber*. To appear at ACM SIGGRAPH Asia 2009.

Jonathan T. Moon, Bruce Walter, and Steve Marschner. *Efficient multiple scattering in hair using spherical harmonics*. ACM Transactions on Graphics 27(3) (SIGGRAPH 2008).

Jonathan T. Moon, Bruce Walter, and Stephen R. Marschner. *Rendering discrete random media using precomputed scattering solutions*. 18th Eurographics Symposium on Rendering, 2007.

Jonathan T. Moon and Stephen R. Marschner. *Simulating multiple scattering in hair using a photon mapping approach*. ACM Transactions on Graphics 25(3) (SIGGRAPH 2006).

Stephen R. Marschner, Stephen H. Westin, Adam Arbree, Jonathan T. Moon. *Measuring and modeling the appearance of finished wood*. ACM Transactions on Graphics 24(3) (SIGGRAPH 2005).

EXPERIENCE

Industrial Light & Magic, <i>R&D Intern in Rendering</i>	2008 summer
Cornell University, <i>Research Assistant</i>	2005 - present
Cornell University, <i>Teaching Assistant</i>	2003 - 2005
Microsoft Corporation, <i>Software Test Engineer</i>	2002 summer
Unisys Corporation, <i>Student Technical Intern</i>	1999 - 2001 summers

ASSISTANT TEACHING

COMS 667: Physically Based Rendering. Spring 2005
COMS 467: Computer Graphics II. Spring 2004. *Head TA, practicum lecturer*
COMS 280: Discrete Structures. Fall 2003. *Head TA, received department TA award*

RELEVANT COURSEWORK

COMS 567: Physically Based Animation. Spring 2007
COMS 667: Physically Based Rendering. Spring 2004
COMS 412: Numerical Analysis. Fall 2004
COMS 665: Advanced Rendering. Fall 2003

TECHNICAL EXPERIENCE

Programming languages: Java, C/C++, MATLAB, RenderMan Shading Language
Operating Systems: Windows, Linux/Unix, Mac OS X

SERVICE

Conference Reviewing: ACM SIGGRAPH, Eurographics, Pacific Graphics, EG Symposium on Rendering
Journal Reviewing: IEEE Computer Graphics and Applications
Member: ACM, ACM SIGGRAPH
Cornell Department of Computer Science Picnic Czar 2003 – 2008

AWARDS

Microsoft College Puzzle Challenge: 1st at Cornell 2005 – 2008; 3rd overall 2007, 2nd overall 2006
Cornell BOOM logo design contest: 1st runner-up, 2004
ACM International Collegiate Programming Contest World Finals participant, 2003
United States Presidential Scholar, 1999

REFERENCES

Available upon request