

Alex Mohr

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Work Experience

Software Architecture Lead, Pixar Animation Studios, Emeryville CA, November 2007 to present.

Responsible for the studio's foundation and framework software including low-level internals, undo framework, plugin system, C++/Python integration. Also responsible for reviewing APIs system-wide.

Graphics Software Engineer, Pixar Animation Studios, Emeryville CA, June 2003 to November 2007. Designed and developed infrastructure for next-generation lighting tools. Developed a real-time interactive lighting re-renderer using modern graphics hardware. Designed and developed C++/Python integration.

Contractor, Epic Games, winter 2004/2005. Developed a cartoon-style rendering mode in the Unreal™ game engine, including darkened silhouette edges and “cel” shading.

Research Assistant, University of Wisconsin Madison, Department of Computer Science, fall 2001 to spring 2003. Did original research and published several works on fast character skinning, simplifying deforming meshes, and non-photorealistic animation and rendering.

Graphics Software Engineer Intern, Pixar Animation Studios, Emeryville CA, summer 2002. Helped design and implement prototype lighting software.

Programmer Intern, Army Game Project, Naval Postgraduate School, Monterey CA, summer 2001. Designed, developed, and integrated accurate character collision detection system in the Unreal™ game engine for “Americas Army: Operations”.

Education

University of Wisconsin, Madison. Master of Science in Computer Science, May, 2003.

University of Wisconsin, Madison. Bachelor of Science in Computer Science, May, 2001.

Publications and Awards

“**Lpics: a Hybrid Hardware-Accelerated Relighting Engine for Computer Cinematography**” by Fabio Pellacini, Kiril Vidimče, Aaron Lefohn, Alex Mohr, Mark Leone, and John Warren. SIGGRAPH 2005 (to appear).

“**Cartoon Rendering of Smoke Animations**” by Andrew Selle, Alex Mohr, and Stephen Chenney. NPAR (Intl. Symposium on Non-photorealistic Animation and Rendering) 2004.

“**Deformation Sensitive Decimation**” by Alex Mohr and Michael Gleicher. University of Wisconsin Technical Report, April 2003.

“**Building Efficient, Accurate Character Skins from Examples**” by Alex Mohr and Michael Gleicher. SIGGRAPH 2003.

“**Direct Manipulation of Interactive Character Skins**” by Alex Mohr, Luke Tokheim, and Michael Gleicher. ACM Symposium on Interactive 3D Graphics (I3D) 2003.

2002 International Pennysort Competition, Indy Category Winner with Aaron Darling. Sorted 12,500,000,000 bytes in 23 minutes on a \$672 Linux/Intel system.

“**HijackGL: Reconstructing from Streams for Stylized Rendering**” by Alex Mohr and Michael Gleicher. NPAR (Intl. Symposium on Non-photorealistic Animation and Rendering) 2002.

“**Non-Invasive, Interactive, Stylized Rendering**” by Alex Mohr and Michael Gleicher. ACM Symposium on Interactive 3D Graphics (I3D) 2001.

Professional Activities

Paper reviewer for SIGGRAPH 2003-2007, Vis 2004, I3D 2005.