

Yotam Gingold

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RESEARCH Geometric modeling, interaction, creative tools,
INTERESTS topology for computation, human computation, game design.

EDUCATION **New York University**
Ph.D. in Computer Science (2009)
Thesis: 2D-Centric Interfaces and Algorithms for 3D Modeling
Advisor: Denis Zorin

New York University
M.Sc. equivalency in Computer Science (2005)
Qualifying exam topic: Topology for Computation
Advisor: Denis Zorin

Brown University
B.Sc. in Computer Science & Mathematics (2002)

REFEREED PAPERS **Yotam Gingold**, Ariel Shamir, Daniel Cohen-Or. 2011. Micro Perceptual Human
(SIGGRAPH, Computation for Visual Tasks. *ACM Transactions on Graphics* (accepted with revisions).
TOG, UIST)

Yotam Gingold, Denis Zorin, Takeo Igarashi. 2009. Structured Annotations for 2D-
to-3D Modeling. *ACM Transactions on Graphics (TOG)* 28(5):148:1–148:9. Also in
Proceedings of SIGGRAPH Asia 2009.

Yotam Gingold and Denis Zorin. 2008. Shading-Based Surface Editing. *ACM
Transactions on Graphics (TOG)* 27(3):95:1–95:9. Also in *Proceedings of SIGGRAPH 2008*.

Yotam I. Gingold, Philip L. Davidson, Jefferson Y. Han, Denis Zorin. 2006. A Direct
Texture Placement and Editing Interface. In *Proceedings of the 19th annual ACM
Symposium on User Interface Software and Technology (UIST)*, Montreux, Switzerland.

REFEREED PAPERS (OTHER VENUES) Tino Weinkauff, **Yotam Gingold**, Olga Sorkine. 2010. Topology-based Smoothing of 2D Scalar Fields with C1-Continuity. *Computer Graphics Forum* 29(3):1221–1230. Also in *Proceedings of EuroVis 2010*, Bordeaux, France.

Elif Tosun, **Yotam I. Gingold**, Jason Reisman, Denis Zorin. 2007. Shape Optimization Using Reflection Lines. In *Proceedings of the fifth Eurographics Symposium on Geometry Processing (SGP)*, Barcelona, Spain.

Yotam I. Gingold, Denis Zorin. 2007. Controlled-Topology Filtering. *Computer-Aided Design* 39(8):676–684.

Yotam I. Gingold, Harry Gingold. 2007. Geometrical Properties of a Family of Compactifications. *Balkan Journal of Geometry and Its Applications (BJGA)* 12(1):44–55.

Eitan Grinspun, **Yotam Gingold**, Jason Reisman, Denis Zorin. 2006. Computing Discrete Shape Operators on General Meshes. In *Computer Graphics Forum* 25(3):547–556. Also in *Proceedings of Eurographics 2006*, Vienna, Austria. (**Best Paper Award, 3rd**)

Yotam I. Gingold. 2006. From Rock, Paper, Scissors to Street Fighter II: Proof By Construction. In *Proceedings of the 2006 ACM SIGGRAPH Symposium on Videogames (Sandbox)*, Boston, MA. (**Best Paper Award**)

Yotam I. Gingold, Denis Zorin. 2006. Controlled-Topology Filtering. In *Proceedings of the 2006 ACM Symposium on Solid and Physical Modeling (SPM)*, Cardiff, Wales. (**Best Paper Award, 2nd**)

OTHER PUBLICATIONS **Yotam Gingold**, Adrian Secord, Jefferson Y. Han, Eitan Grinspun, Denis Zorin. 2004. A Discrete Model for Inelastic Deformation of Thin Shells. Poster presented at the *2004 ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA)*, Grenoble, France; also an NYU Computer Science Technical Report.

AWARDS	Tel-Aviv University Vatat Post-doctoral Research Scholarship	2010–2011
	New York University Courant Institute of Mathematical Sciences Janet Fabri Prize for most outstanding dissertation	2009–2010
	New York University Dean's Dissertation Fellowship	2008–2009
	New York University Harold Grad Memorial Prize for outstanding performance and promise	2007–2008
	Best Paper: Yotam I. Gingold. 2006. From Rock, Paper, Scissors to Street Fighter II: Proof By Construction. In <i>Proceedings of the 2006 ACM SIGGRAPH Symposium on Videogames (Sandbox)</i> , Boston, MA.	2006
	2nd-Best Paper: Yotam I. Gingold, Denis Zorin. 2006. Controlled-Topology Filtering. In <i>Proceedings of the 2006 ACM Symposium on Solid and Physical Modeling (SPM)</i> , Cardiff, Wales.	2006
	3rd-Best Paper: Eitan Grinspun, Yotam Gingold, Jason Reisman, Denis Zorin. 2006. Computing Discrete Shape Operators on General Meshes. In <i>Proceedings of Eurographics 2006</i> , Vienna, Austria.	2006

EMPLOYMENT	Columbia University/Rutgers University , Post-Doctoral Researcher Mentors: Eitan Grinspun, Andrew Nealen Responsible for advising graduate and undergraduate students.	Summer 2011– present
	Tel-Aviv University/Herzliya IDC , Post-Doctoral Researcher Mentors: Daniel Cohen-Or, Ariel Shamir Conducted research published in part as “Perceptual Micro Human Computation for Visual Tasks” in <i>ACM Transactions on Graphics</i> .	Feb. 2010– Summer 2011
	JST ERATO Design UI Project , Visiting Researcher Mentor: Takeo Igarashi Conducted research published as “Structured Annotations for 2D-to-3D Modeling” in <i>ACM Transactions on Graphics</i> .	Summer 2008
	Adobe Systems , Research Intern Mentor: David Salesin Conducted research towards stroke-by-stroke animation of fonts.	Summer 2006
	gameLab , Software Engineer & Game Design Intern Prototyped game designs for LEGO Fever.	Summer 2005
	New York University , Graduate Research & Teaching Assistant Conducted Ph.D. research and served as teaching assistant for Numerical Computing, Interactive Graphics, and UNIX Tools.	Fall 2003– Spring 2009
	Brown University Computer Graphics Group , Researcher Added gestures and metadata filters to ReMarkable Texts, a document annotation system for pen-based computers.	Spring 2003
	Brown University CS Dept. , Undergraduate Research Assistantship Mentor: John F. Hughes Designed modeling operations, fast implicit surface calculation, and software architecture for the continuation of “Free-form sketching using variational implicit surfaces,” a <i>Eurographics 2002</i> paper by Olga Karpenko, John F. Hughes, and Ramesh Raskar.	Summer 2002
	Brown University CS Dept. , Teaching Assistant Served as teaching assistant for computer graphics, systems, and software engineering courses. Responsibilities included creating course assignments, office hours, lecturing, and grading.	Fall 2001, Spring 2002, Fall 2002
Apple Inc. , Summer Intern Authored documentation for a range of audiences, from introductory tutorials to reference manuals.	Summer 2001	
SELECTED TALKS	Adobe Creative Technologies Lab , USA. “Perceptual Micro Human Computation for Visual Tasks”	Dec. 2011
	Massachusetts Institute of Technology , USA. “Perceptual Micro Human Computation for Visual Tasks”	Nov. 2011

SELECTED TALKS (CONTINUED)	<p>Princeton University, USA. “Perceptual Micro Human Computation for Visual Tasks”</p> <p>Hebrew University of Jerusalem, Israel. “2D-Centric Interfaces and Algorithms for 3D Modeling”</p> <p>University of Toronto, Canada. “2D-Centric Interfaces and Algorithms for 3D Modeling”</p> <p>JST ERATO Design UI Project, Japan. “2D-Centric Interfaces and Algorithms for 3D Modeling”</p>	<p>Nov. 2011</p> <p>Dec. 2010</p> <p>April 2009</p> <p>June 2008</p>
TEACHING EXPERIENCE	<p>Rutgers University, Instructor Hosted a discussion-based seminar on game design.</p> <p>Tel-Aviv University, Lecturer Co-taught Introduction to Computer Graphics (lecturing, creating homework assignments and the final exam, and grading).</p> <p>New York University, Teaching Assistant Teaching assistant for Numerical Computing, Interactive Graphics (game programming), and UNIX Tools.</p> <p>Brown University, Teaching Assistant Teaching assistant for Introduction to Computer Graphics, Introduction to Systems, and Introduction to Software Engineering.</p>	<p>Spring 2012</p> <p>Fall 2010</p> <p>Fall 2004, Fall 2007, Spring 2008</p> <p>Fall 2001, Spring 2002, Fall 2002</p>
REFEREE SERVICE	<p>ACM SIGGRAPH Eurographics Computer Graphics Forum ACM SIGCHI IEEE Transactions on Pattern Analysis and Machine Intelligence (PAMI) IEEE Transactions on Visualization and Computer Graphics (TVCG) Symposium on Geometry Processing (SGP) (2012 program committee) Graphical Models Sketch-Based Interfaces and Modeling (SBIM) (2011 & 2012 program committee) Eurographics Symposium on Rendering Pacific Graphics (2012 program committee) IEEE Computer Graphics and Applications (CG&A) ACM Sandbox (SIGGRAPH Game Papers) (2007 program committee) Foundations of Digital Games (FDG)</p>	
CONFERENCE SERVICE	<p>NYU Courant Student Conference 2009 NYU MRL-WACS 2007 (student work-in-progress workshop)</p>	
REFERENCES	<p>Available upon request.</p>	