

Christopher DeCoro

266 Montgomery St., Jersey City, NJ 07302

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Education

Yale Law School

J.D., May 2012

Teaching Assistant to Professor Owen M. Fiss, Civil Procedure

Landlord/Tenant Clinic, *Supervisor*

Yale Journal of Law & Technology, *Lead Submissions Editor*

Willem C. Vis International Arbitration Moot Competition, *Honorable Mention*

Princeton University

Ph.D., Computer Science, May 2009

GPA: 3.9

AMD Research Fellowship

National Science Foundation Fellowship Honorable Mention

Published 13 peer-reviewed articles and 2 book chapters in the field of computer science

Thesis: *Rendering Filters for Controlling Detail and Creating Effects*

(presenting novel mathematical algorithms for computer graphics, lighting, and animation)

University of California, Irvine

B.S., Computer Science, April 2002

GPA: 4.0

Graduated First in Department, *summa cum laude*, Phi Beta Kappa

Award for Outstanding Contribution to Research, University Regents' Scholarship

Work Experience (admitted in New York and New Jersey)

New Jersey Supreme Court — Law Clerk to Justice Barry T. Albin August 2013—Sept. 2014

WilmerHale LLP (New York) — Associate

October 2012—August 2013

Drafted pleadings and directed discovery attorneys in an intellectual-property case involving generic drug applications. Analyzed e-discovery machine-learning algorithms, to advise clients and other firm attorneys. Advised clients on copyright implications of reverse engineering of software. Provided research assistance in a case on confiscations by foreign sovereigns, and for a revision of the leading arbitration treatise, regarding enforcement and annulment of awards.

United States Attorney's Office, Dist. of Connecticut — Law Intern June 2010—August 2010

Drafted a criminal appellate brief, sentencing memo, and motion to dismiss a habeas petition. Represented the United States in a summons enforcement proceeding and at a settlement conference.

Princeton University — Teaching and Research Assistant

September 2004—June 2009

Researched and implemented novel algorithms for computer graphics. Directed research teams of students and faculty on large-scale projects. Published and presented results at major international conferences. Taught lectures for four semesters, in introductory to advanced computer science.

AMD/ATI Research, Inc. — Research Intern

May 2006—October 2006

Applied theoretical research to practical problems. Published four papers. Applied for a patent.

Skills

Highly proficient in modern programming languages, especially C++, C#, and Java

Moderately proficient in German

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Peer-Reviewed Publications (all available at <http://www.cs.princeton.edu/~cdecoro/publications>)

- Christopher DeCoro et al., *Density-based Outlier Rejection in Monte Carlo Rendering*, 29 COMPUTER GRAPHICS FORUM 2119 (2010).
- Natalya Tatarchuk, Jeremy Shopf, and Christopher DeCoro, *Advanced Interactive Medical Visualization on the GPU*, 68 J. PARALLEL & DISTRIBUTED COMPUTING 1319 (2008).
- Christopher DeCoro and Szymon Rusinkiewicz, *Subtractive Shadows: A Flexible Framework for Shadow Level of Detail*, 13 J. GRAPHICS, GPU & GAME TOOLS 45 (2008).
- Christopher DeCoro et al., *Bayesian Aggregation for Hierarchical Genre Classification*, 8 INT'L SYMPOSIUM ON MUSIC INFORMATION RETRIEVAL 77 (2007).
- Christopher DeCoro et al., *Stylized Shadows*, 5 INT'L SYMPOSIUM ON NON-PHOTOREALISTIC ANIMATION AND RENDERING 77 (2007).
- Christopher DeCoro and Natalya Tatarchuk, *Real-time Mesh Simplification Using the GPU*, 21 SYMPOSIUM ON INTERACTIVE 3D GRAPHICS & GAMES 161 (2007).
- Jason Lawrence, Aner Ben-Artzi, Christopher DeCoro, Wojciech Matusik, Hanspeter Pfister, Ravi Ramamoorthi, and Szymon Rusinkiewicz, *Inverse Shade Trees for Non-parametric Material Representation and Editing*, 25 ACM TRANS. GRAPHICS 735 (2006).
- Zafer Barutcuoglu and Christopher DeCoro, *Hierarchical Shape Classification Using Bayesian Aggregation*, 8 INT'L CONFERENCE ON SHAPE MODELING AND APPLICATIONS 44 (2006).
- Christopher DeCoro and Szymon Rusinkiewicz, *Pose-independent Simplification of Articulated Meshes*, 19 SYMPOSIUM ON INTERACTIVE 3D GRAPHICS & GAMES 17 (2005).
- Rentao Pajarola and Christopher DeCoro, *Efficient Implementation of Real-time View-dependent Multiresolution Meshing*, 10 IEEE TRANS. GRAPHICS 353 (2004).
- Christopher DeCoro and Renato Pajarola, *XFastMesh: Fast view-dependent meshing from external memory*, IEEE VISUALIZATION 363 (2002).
- David Wangerin, Christopher DeCoro, Luis Campos, Hugo Coyote, and Isaac Scherson, *A Modular Client-Server Discrete Event Simulator for Networked Computers*, 35 SIMULATION SYMPOSIUM 125 (2002).
- Homi Bodhanwala, Luis Campos, Calvin Chai, Christopher DeCoro, Kevin Fowler, Per Franck, Huy Nguyen, Nilesh Patel, Isaac Scherson, and Fredricio Silva, *A General Purpose Discrete Event Simulator*, SYMPOSIUM ON PERFORMANCE EVALUATION OF COMPUTER AND TELECOMMUNICATION SYSTEMS (2001).

Doctoral Dissertation

- Christopher DeCoro, *Rendering Filters for Controlling Detail and Creating Effects* (June 1, 2009) (unpublished Ph.D. dissertation, Princeton University) (on file with Mudd Library, Princeton University).

Invited Book Chapters

- Natalya Tatarchuk, Jeremy Shopf, and Christopher DeCoro, *Scalar to Polygonal Extracting Isosurfaces Using Geometry Shaders*, in SHADERX7 (Wolfgang Engel ed., 2009).
- Christopher DeCoro et al., *Implementing Real-time Mesh Simplification Using the GPU*, in SHADERX6 (Wolfgang Engel ed., 2009).