

Dr. Prashant Goswami (Short Bio)

Homepage: <https://prashantgos.github.io/>

Dr. Prashant Goswami is a Senior Lecturer (equivalent to Assistant Professor in the American system) in the Department of Computer Science (DIDA), falling under the Faculty of Computing at BTH (Blekinge Institute of Technology). He started his current position in November 2014. He obtained his B. Tech and M. Tech (dual degree) in Computer Science and Engineering from the Indian Institute of Technology (IIT), New Delhi in (2000-)2005. After spending two years in the industry, he started his PhD at University of Zurich in July 2007. He successfully defended his dissertation titled "Level-of-detail and Parallel Solutions in Computer Graphics" in December 2011. He spent little more than a year as a Research Fellow at the gameLab at Nanyang Technological University, (NTU) Singapore (March 2012 - April 2013) where he worked in the field of geometric modeling. He was a postdoc at the MAVERICK group at INRIA, Grenoble (August 2013 - November 2014) where he focused on real-time landscape-size convective cloud simulation before moving to BTH.

Dr. Prashant has published over 30 research articles in major international conferences and journals in the field of computer graphics (and computer science). He is also a regular reviewer of several leading journals and conferences. He has co-supervised 2 PhD students and has been the sole supervisor of more than 40 Master and Bachelor Theses so far. He spends more than 50% of his time in teaching at his current employment. His research interests span from processing and visualization of large data sets to real-time animation of fluids, clouds and snow.

Google scholar: <https://scholar.google.com/citations?hl=en&user=TGmVSaQAAAAJ>