

RAHUL GOEL

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EDUCATION	Massachusetts Institute of Technology	Cambridge, MA, USA
	<i>PhD in Electrical Engineering and Computer Science</i>	2025 - Present
	<ul style="list-style-type: none">• Advisor: Prof. Jonathan Ragan-Kelley and Prof. Fredo Durand	
	International Institute of Information Technology	Hyderabad, India
	<i>B. Tech. (Honours) + MS by Research in Computer Science and Engineering</i>	2019 - 2024
	<ul style="list-style-type: none">• Advisor: Prof. P.J. Narayanan• Research Area: Radiance Fields, Point Cloud Rasterization• CGPA: 8.88/10.0	
PUBLICATIONS	1. Rahul Goel* , Saswat Mallick*, Bernhard Kerbl, Francisco Carrasco, Markus Steinberger, Fernando De La Torre. Taming 3DGS: High-Quality Radiance Fields with Limited Resources. <i>SIGGRAPH Asia</i> , 2024.	
	2. Rahul Goel , Markus Schuetz, P.J. Narayanan, Bernhard Kerbl. Real-Time Decompression and Rasterization of Massive Point Clouds. <i>High Performance Graphics (PACMCGIT)</i> , 2024.	
	3. Vinayak Gupta, Rahul Goel , Dhawal Sirikonda, P.J. Narayanan. GSN: Generalisable Segmentation in Neural Radiance Fields. <i>AAAI</i> , 2024.	
	4. Rahul Goel* , Dhawal Sirikonda*, Saurabh Saini, P.J. Narayanan. Interactive Segmentation of Radiance Fields. <i>CVPR</i> , 2023.	
	5. Rahul Goel , Dhawal Sirikonda, Rajvi Shah, P.J. Narayanan. FusedRF: Fusing Multiple Radiance Fields. <i>XRNeRF Workshop at CVPR</i> , 2023.	
	6. Rahul Goel* , Dhawal Sirikonda*, Saurabh Saini, P.J. Narayanan. StyleTRF: Stylizing Tensorial Radiance Fields. <i>ICVGIP</i> , 2022.	
RESEARCH EXPERIENCE	Student Researcher	
	<i>Center for Visual Information Technology, IIIT Hyderabad</i>	June 2021 - May 2024
	<ul style="list-style-type: none">• Supervisor: Prof. P.J. Narayanan• Masters Thesis on Segmenting and Editing Neural Radiance Fields• Additional work on Point Cloud Rasterization	
	Project Assistant	
	<i>Institute of Computer Graphics and Vision, TU Graz</i>	July 2024 - December 2024
	<ul style="list-style-type: none">• Supervisor: Prof. Markus Steinberger• Research in GPU algorithms for 3D Gaussian Splatting	
TEACHING EXPERIENCE	Computer Graphics IIIT Hyderabad	Spring 2022
	<ul style="list-style-type: none">• Designed and evaluated assignments and exams• Conducted tutorials around the graphics pipeline	
	Data Structures and Algorithms Algo University	Nov 2021 - July 2022
	<ul style="list-style-type: none">• Created several algorithmic problems with automated tests• Conducted weekly lectures on solving problems with Data Structures and Algorithms	

WORK EXPERIENCE	Rubrik Inc. Bengaluru, India <ul style="list-style-type: none"> • Internship at Palo Alto, CA; moved to Bengaluru due to recession • Merged two VM deployers required for testing at large scale • Optimized large-scale VM deployment duration from 2 days to 4 hours 	May 2023 - July 2023
ACHIEVEMENTS AND ACTIVITIES	<ul style="list-style-type: none"> • Delivered 90-minute lectures on NeRFs: 2× for the Computer Vision course and 2× for 3D Vision Summer School at IIIT Hyderabad. • Invited Talk on GPU algorithms for computer graphics and vision at IIT Jodhpur (2025). • IIIT Research Award 2022-23 • Deans List I awardee. • Qualified for ACM ICPC Regionals (All India Rank 60). • Outstanding Reviewer for CVPR 2025 • Reviewer for CVPR, SIGGRAPH Asia. 	
SKILLS	Languages: English and Hindi (native/bilingual proficiency) Programming: C, C++, CUDA, Python Frameworks: PyTorch, OpenCV Miscellaneous: Git, Linux, Vim, Bash, L ^A T _E X	
POSITIONS OF RESPONSIBILITIES	Admin Programming Club, IIIT Hyderabad <ul style="list-style-type: none"> • Organized regular meets to learn new topics in Competitive Programming • Organized several contests including CodeCraft-22 with 25K live participants Organizer Botomania, IIIT Hyderabad <ul style="list-style-type: none"> • A bot v/s bot competition held by IIIT Hyderabad • Developed, deployed as well organized for two consecutive years 	May 2021 - April 2022 2021 & 2022