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Tomas Akenine-Möller is a professor in computer science with specialization in computer graphics and image processing at the Department of Computer Science, Lund University, Sweden. Over the past...

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Tomas Akenine-Möller is a Distinguished Research Scientist at NVIDIA, Sweden, since 2016, and currently on leave from his position as professor in computer graphics at Lund University. Tomas coauthored Real-Time Rendering and Immersive Linear Algebra, and has written 100+ research papers. Previously, he worked at Ericsson Research and Intel.

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He is a co-author of the book Real-Time Rendering, currently in its fourth edition.

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