Gayrat Tangriberganov

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Short Bio

I am a Research Scientist in the On-Device AI team, at Facebook Reality Labs. Prior to joining Facebook, I had the privilege to be part of the Creative Intelligence Lab, at Adobe Research. I spent eight memorable years as Intern, PhD and Post-Doctoral Researcher at Disney Research Zurich, in the Imaging and Video Processing Group. I obtained my PhD in 2017 from ETHZ

My research spans Computer Vision and Machine Learning with a focus on Video Analysis, Semantic Image Understanding, and Image Enhancement

Employment History

2020 - present	Facebook Reality Labs, Bay Area, California *Research Scientist*
2018-2020	Adobe Research, Bay Area, California *Research Scientist*
2017-2018	Disney Research, Zurich, Switzerland *Postdoctoral Researcher*
Oct 2012 – Feb 2013	Walt Disney Imagineering, Los Angeles, CA, United States *Advanced Development Intern*
Oct 2010 – Sep 2012	Disney Research, Zurich, Switzerland *Lab Associate*
May 2009 – Feb 2010	Carnegie Mellon University, Pittsburgh, PA, United States *Research Intern*

Technologies in Production

Photoshop	We developed a library of Adobe Photoshop filters that enable semantic face editing in just a few clicks using AI. I lead the development of the face-smoothing filter https://www.theverge.com/2020/10/20/21517616/adobe-photoshop
Rendering	We developed an ML-based denoiser of Monte-Carlo renderings. The technology has been integrated into Adobe Dimension, a software to create physically-based renderings of 3D asset.
VFX	Disney Studios to in□crease the resolution of movies while retaining fine texture details. The technology is described in the publication: ”A Fully Progressive Approach to Single-Image Super-Resolution”
VR Media	We designed and implemented a stitching technology to create artifact-free, high-resolution panoramic videos. The technology has been used to generate 8K panoramic videos for the Disney Parks attraction Soarin’ Around The World. VR productions. The

Education

2013-2017	Ph.D. in Computer Science - ETH, joint Disney Research, Switzerland General Topic: Video Object Segmentation. Advisors: Prof. Markus Gross, Dr. Alexander Sorkine-Hornung (Disney Research) Awarded with an ETH Medal for outstanding thesis.
2010-2012	M.Sc. in Computer Science - ETH, Zurich, Switzerland Thesis: Fisheye Camera Array Calibration GPA: 5.45 out of 6.0
2008-2010	M.Sc. in Entertainment Technology - Carnegie Mellon University, Pittsburgh, United States GPA: 3.6 out of 4.0
2004-2008	B.Sc. in Computer Science - Universita degli Studi di Pavia, Pavia, Italy GPA: 100 out of 110