

# Gopal Sharma

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## Current Position

**Postdoctoral Researcher**, *The University of British Columbia*, Vancouver 2022 – Present  
Advisors: [Andrea Tagliasacchi](#) and [Kwang Moo Yi](#)

## Education

**Ph.D. in Computer Science**, *University of Massachusetts, Amherst* (3.86/4.00) 2016 – 2022  
Thesis: [Representation Learning for Shape Decomposition, By Shape Decomposition](#)  
Advisor: [Subhransu Maji](#) and [Evangelos Kalogerakis](#)

**B.Tech. in Electrical Engineering**, *Indian Institute of Technology, Roorkee* (8.6/10.0) 2012 – 2016

## Previous Positions

**Research Assistant**, *University of Massachusetts* (with Subhransu Maji and Evangelos Kalogerakis on computer vision and graphics) 2016 – 2022

**Research Intern**, *Adobe*, San Jose (with Radomír Měch and Siddhartha Chaudhuri on 3D shape modeling) 2019

**Research Intern**, *Nvidia*, Toronto (with Sanja Fidler and Kangxue Yin on 3D self-supervised learning) 2021

**Research intern**, *KAUST* (with Bernard Ghanem on computer vision) 2015

## Publications [Google Scholar: 0.3k+ citations and an h-index of 7]

2023.....

1. *Unsupervised Semantic Correspondence Using Stable Diffusion*  
Eric Hedlin, [Gopal Sharma](#), Shweta Mahajan, Hossam Isack, Abhishek Kar, Andrea Tagliasacchi, and Kwang Moo Yi  
arXiv preprint arXiv:2305.15581 2023

2022.....

2. *PriFit: Learning to Fit Primitives Improves Few Shot Point Cloud Segmentation*  
[Gopal Sharma](#), Bidya Dash, Matheus Gadelha, Aruni RoyChowdhury, Marios Loizou, Evangelos Kalogerakis, Liangliang Cao, and Erik Learned-Miller  
Computer Graphics Forum 2022
3. *MvDeCor: Multi-view Dense Correspondence Learning for Fine-grained 3D Segmentation*  
[Gopal Sharma](#), Kangxue Yin, Subhransu Maji, Evangelos Kalogerakis, Or Litany, and Sanja Fidler  
European Conference on Computer Vision 2022
4. *Attention beats concatenation for conditioning neural fields*  
Daniel Rebain, Mark J Matthews, Kwang Moo Yi, [Gopal Sharma](#), Dmitry Lagun, and Andrea Tagliasacchi  
Transaction of Machine Learning Research 2022

5. *Representation Learning for Shape Decomposition, By Shape Decomposition*

**Gopal Sharma**

PhD Thesis, University of Massachusetts Amherst 2022

2020

6. *Label-efficient learning on point clouds using approximate convex decompositions*  
Matheus Gadelha, Aruni RoyChowdhury, **Gopal Sharma**, Evangelos Kalogerakis, Liangliang Cao, Erik Learned-Miller, Rui Wang, and Subhransu Maji  
Computer Vision–ECCV 2020: 16th European Conference on Computer Vision 2020
7. *ParSeNet: A Parametric Surface Fitting Network for 3D Point Clouds*  
**Gopal Sharma**, Difan Liu, Evangelos Kalogerakis, Siddhartha Chaudhuri, and Radomír Měch  
ECCV: European Conference on Computer Vision 2020

2019

8. *Search-guided, lightly-supervised training of structured prediction energy networks*  
Amirmohammad Rooshenas, Dongxu Zhang, **Gopal Sharma**, and Andrew McCallum  
Advances in Neural Information Processing Systems 2019
9. *Learning point embeddings from shape repositories for few-shot segmentation*  
**Gopal Sharma**, Evangelos Kalogerakis, and Subhransu Maji  
2019 International Conference on 3D Vision (3DV) 2019

2018

10. *CSGNet: Neural shape parser for constructive solid geometry*  
**Gopal Sharma**, Rishabh Goyal, Difan Liu, Evangelos Kalogerakis, and Subhransu Maji  
Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition 2018

2016

11. *Persistent aerial tracking system for uavs*  
Matthias Mueller, **Gopal Sharma**, Neil Smith, and Bernard Ghanem  
2016 IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS) 2016

## Invited Talks

1. *MvDeCoR: Multi-view Dense Correspondence Learning for Fine-grained 3D Segmentation*, Google Brain 2022
2. *ParSeNet: A Parametric Surface Fitting Network for 3D Point Clouds*, [Invited talk at 3d Structure and Compositional Learning workshop. ICCV](#) 2021
3. *Fine-grained 3D shape co-segmentation via pixel-based contrastive learning*, Nvidia Toronto 2021
4. *Reinforcement learning for game programming*, Game programming course at UMass Amherst 2021
5. *Unity Machine Learning Agents*, Game programming course at UMass Amherst 2020
6. *CSGNet: Neural Shape Parser for Constructive Solid Geometry*, New England Computer Vision Workshop, Harvard University 2018

## Interns and Students

<b>Eric Hedlin</b> PhD student at UBC	2022 – present
<b>Shakiba Kheradmand</b> PhD student at UBC	2022 – present
<b>Bidya Dash</b> MSc student at UMass Amherst	2021
<b>Rishabh Goyal</b> Visiting intern at UMass Amherst	2017

## Professional Activities

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3DV Program Committee

2024

### Reviewing.....

IEEE Conference on Computer Vision and Pattern Recognition (CVPR)

IEEE International Conference on Computer Vision (ICCV)

International Conference on Machine Learning (ICML)

Journal of Machine Learning Research (JMLR)

Neural Information Processing Systems (NeurIPS)

Transactions on Pattern Analysis and Machine Intelligence (TPAMI)

ECCV European Conference on Computer Vision (ECCV)

Symposium on Geometry Processing (SGP)

ACM SIGGRAPH

ACM Transactions on Graphics (TOG)

SIGGRAPH Asia

## Honors & Awards

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MCM scholarship, Indian Institute of Technology, Roorkee

2012-2014

## Skills

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Programming    Python, MATLAB, C++

Frameworks    NumPy, Pandas, PyTorch, SciPy, TensorFlow

Toolbox        Linux, emacs, org, git, tmux, zsh