

Kaihua Chen

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Education	Carnegie Mellon University , Pittsburgh, PA <i>Master of Science in Computer Vision</i> Advisor: Prof. Deva Ramanan GPA: 4.17/4.00 Courses: Machine Learning, 3D Vision, Generative Models, Math for Robotics	Aug 2023-Dec 2024
	China Agricultural University , Beijing, China <i>Bachelor of Engineering in Computer Science (Minor: Mathematics)</i> GPA: 3.91/4.00 (rank: 1/39)	Sept 2019-Jul 2023
Selected Publications	Kaihua Chen *, Tarasha Khurana*, Deva Ramanan. <i>Reconstruct, Inpaint, Test-Time Finetune: Dynamic Novel-view Synthesis from Monocular Videos</i> . Proceedings of the Annual Conference on Neural Information Processing Systems (NeurIPS), 2025.	
	Kaihua Chen , Deva Ramanan, Tarasha Khurana. <i>Using Diffusion Priors for Video Amodal Segmentation</i> . Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), 2025.	
	Yizhou Zhao, Hengwei Bian, Kaihua Chen , et al. <i>Metric from human: Zero-shot monocular metric depth estimation via test-time adaptation</i> . Proceedings of the Annual Conference on Neural Information Processing Systems (NeurIPS), 2024.	
	Cheng-Yen Hsieh, Kaihua Chen , Achal Dave, Tarasha Khurana, Deva Ramanan. <i>TAO-Amodal: A Benchmark for Tracking Any Object Amodally</i> . arXiv:2312.12433, 2024.	
Other Publications	Kaihua Chen , Tingting Zhu, Shaofeng Li, Yinxue Shi. <i>Facial keypoint-based segment-level driver yawning detection by graph-temporal convolutional neural network modeling</i> . International Conference on Intelligent Computing (ICIC), 2025 (released on arXiv in 2023).	
	Kaihua Chen , Tingting Zhu, Shaofeng Li, Yinxue Shi. <i>Real-time Yawning Detection Based on Machine Learning Algorithm and Time Series Classification using Facial Feature Points</i> . IEEE International Conference on High Performance Big Data and Intelligent Systems (HPBD&IS), 2021.	
Research Experience	Carnegie Mellon University , Pittsburgh, PA Research Associate at Deva's Lab, advised by Prof. Deva Ramanan <i>Camera-conditioned Long Video Generation as World Model (Ongoing)</i> <ul style="list-style-type: none">• Investigate autoregressive video diffusion framework for camera-conditioned long-horizon video generation with large view transitions, focusing on mitigating error accumulation, maintaining long-term spatial memory, and enabling accurate camera control <p><i>Dynamic 4D Novel-view Synthesis from Monocular Videos</i></p> <ul style="list-style-type: none">• Designed CogNVS, a video diffusion based on CogVideoX, to synthesize free-viewpoint novel views from monocular videos, by inpainting and fixing MegaSAM point cloud renders• Devised a self-supervised data generation strategy that repurposes any 2D videos into geometry-structured training pairs, enabling training on web-scale datasets and test-time finetuning during inference for improved generalization• The work is accepted to NeurIPS '25: https://cog-nvs.github.io/	Jan 2024-Present

	<i>Diffusion Priors for Video Amodal Segmentation</i>	
	<ul style="list-style-type: none"> Developed a two-stage video diffusion model based on Stable Video Diffusion with depth conditioning to synthesize wholes of partially or fully occluded objects, enabling user-interactive object-level amodal segmentation and content completion in videos Established TAO-Amodal Masks benchmark (https://tao-amodal.github.io/) by evaluating baselines, including fine-tuned amodal segmentors, self-supervised completion algorithms, and ViT regression models The work is accepted to CVPR '25: https://diffusion-vas.github.io/ 	
	University of Toronto , Toronto, ON, Canada	Jul 2022-Oct 2022
	ML Research Intern at Lin Brain Lab, advised by Prof. Fa-Hsuan Lin	
	<i>Correlating Human Neural Activity and Behaviors by Machine Learning</i>	
	<ul style="list-style-type: none"> Investigated correlations between fMRI brain imaging, EEG signals, natural stimuli, and subjective feelings, employing a spherical convolution-based UNet and LSTM autoencoder pretrained on Human Connectome Project (HCP) emotion tasks The work is accepted as a poster at ISMRM '23 	
	China Agricultural University , Beijing, China	Apr 2021-Mar 2022
	Undergraduate Researcher at Department of Computer Science	
	<i>AI-Powered Facial Behavior Analysis</i>	
	<ul style="list-style-type: none"> Innovated a Graph-Temporal Convolutional Network (GTCN) for real-time drowsiness detection based on facial keypoints recognized by OpenPose, achieving a 2.6% accuracy improvement on YawDD compared with SOTA and deploying the system on Raspberry Pi 4B The work is accepted to HPBD&IS '21 and ICIC '25 (initially released in 2023) 	
Course Projects	Zero-shot Monocular Metric Depth Estimation (CMU 16-825)	Jan 2024-May 2024
	<ul style="list-style-type: none"> Developed a zero-shot adaptation method that converts relative depth to metric depth using generative painting and human mesh recovery, achieving strong generalization in unseen scenes; the work is accepted to NeurIPS '24 	
	Robust 3D Surface Reconstruction (CMU 16-811)	Oct 2023-Dec 2023
	<ul style="list-style-type: none"> Implemented Poisson Surface Reconstruction in Python, introducing a random adaptive resampling technique to address highly non-uniform point clouds 	
	Intelligent Bitcoin and Gold Trading Strategy (2022 MCM Finalist)	Feb 2022
	<ul style="list-style-type: none"> Devised a trading strategy based on temporal deep learning prediction and greedy Markov decision process, achieving 30x return in simulated trading 	
	IoT System for Greenhouse Environment Monitoring	Apr 2020-Mar 2021
	<ul style="list-style-type: none"> Constructed an Arduino UNO-based IoT system featuring a PyQt GUI, enabling data collection, wireless transmission, and remote control, and obtained software copyright 	
Awards	2022 International Mathematical Contest In Modeling (MCM), Finalist (Top 1%)	
	2021 National Scholarship (Top 1%)	
	2020 Arawana Scholarship (Top 2%)	
	2020, 2021 Outstanding Student Scholarship, First Prize (Top 5%)	
	12 th Chinese Mathematics Competitions (CMC), Second Prize	
	31 st Beijing Mathematics Competition (Group A), Second Prize	
	2020 Huawei Cup Mathematics Competition, Third Prize	
Personal	Programming Languages: Python (Proficient); C/C++, Java, MATLAB, SQL (Familiar)	
	Libraries: PyTorch, Diffusers, NumPy, Matplotlib, Scikit-learn, OpenCV, Open3D, Gsplat, Git	
	Hobbies: Movies, Soccer	