

# ISAAC KASAHARA

Research Engineer

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## PERSONAL PROFILE

An innovative and self-motivated computer vision engineer.

Recently graduated with a Masters in Robotics with a background in computer science. Looking for new and challenging opportunities in computer vision.

## PUBLICATIONS

### FineControlNet: Fine-level Text Control for Image Generation with Spatially Aligned Text Control Injection

- Pending publication with Samsung AI Center NYC.
- Developed a novel diffusion method for text-to-image generation that allows users to specify what each instance looks like.
- Skills learned include text-to-image models, spatially injecting latent embeddings, diffusion models.

### Self-Supervised Driver Gaze Estimation

- **ECCV 2022 ORAL** with Professor Hyun Soo Park and in collaboration with Toyota Research Institute.
- Collected a large state of the art dataset and implemented a novel self-supervised method in order to improve driver gaze estimation as well as road scene saliency.
- Skills learned include 3D camera geometry, camera calibration, synchronization, gaze estimation methods, OpenCV, self-supervised networks, PyTorch, and PyTorch Lightning.

**Paper:**

[https://www.ecva.net/papers/eccv\\_2022/papers\\_ECCV/papers/136730128.pdf](https://www.ecva.net/papers/eccv_2022/papers_ECCV/papers/136730128.pdf)

### RIC: Rotate-Inpaint-Complete for Generalizable Scene Reconstruction

- **Pending Publication** with Samsung AI Center NYC.
- Developed a novel algorithm to leverage large visual-language models to perform state of the art 3D scene reconstruction.
- Skills learned include 3D reconstruction, normal estimation, depth completion, inpainting, and image generation.

**Paper:**

<http://arxiv.org/abs/2307.11932>

## CAREER HISTORY

### RESEARCH ENGINEER

Samsung AI Center NYC, Research Engineer Apr 2023 - Present

Internship Aug 2022 - Apr 2023

- Worked in Python to develop models and train deep learning models for robotic perception tasks.
- Utilized PyBullet and PyRender to generate synthetic data for training state of the art shape reconstruction models.
- Implemented machine learning models for detecting and locating objects in a real world robotic setting.
- Became versed in current state of large language models for text-to-3D algorithms.
- Contributed to novel 6D pose estimation/grasp estimation algorithm for robotics.
- Leveraged the generalization capabilities of Large Visual-Language Models for 3D scene reconstruction.
- Developed a method to control details at the instance level for diffusion based text-to-image generation models conditioned on pose.

### SOFTWARE ENGINEER

Cirrus Aircraft, Engineer I Jan 2020 - May 2020

Internship May 2019 - Aug 2019

- Programmed in C++ and Python using Microsoft Visual Studio.
- Developed software requirements for aircraft avionics components.
- Worked on developing algorithms in C++ for experimental sensors on the SF50 Jet using transformation matrices in three dimensional space.

## ACADEMIC HISTORY

### UNIVERSITY OF MINNESOTA

Master of Science in Robotics, Sep 2020 - May 2022

- GPA of 3.9
- Research Assistant for Professor Hyun Soo Park 2021 - 2022
- Graduate Assistant for the University of Minnesota Robotics Master's program 2020 - 2021

Bachelor of Science in Computer Science, Sept 2017 - Dec 2019

Emphasis in Robotics and Artificial Intelligence

- Graduated in 2.5 years with a 3.6 GPA
- Dean's List Fall 2017 & Spring 2019

## SKILLS AND ABILITIES

**Experienced:**

- Python
- PyTorch
- MATLAB
- Linux
- Git/Github
- Camera Calibration
- Stereo Depth Estimation
- NumPy, OpenCV, SciPy
- 3D Multiview Geometry
- Linear Algebra

**Familiar:**

- TensorFlow
- Keras
- Pytorch Lightning
- Stereo Depth Estimation
- PyBullet
- PyRender
- 3D Shape Reconstruction
- Large Language Models
- Diffusion Models
- Physics/Calculus

## RELEVANT COURSEWORK

Multiview 3D Geometry in Computer Vision, Data Mining, Discrete Structures, Algorithms & Data Structures, Probability & Statistics, Physics I & II, Advanced Programming Principles, Applied Linear Algebra, Artificial Intelligence I & II, Operating Systems, Programming Design & Development, Graphics & Games, Intro to Machine Learning, Machine Learning, Intro to Robotic Systems, Computer Vision, Signals and Controls, Image Processing, Sensing and Estimation, VR and 3D Interaction, Robot Vision