

EFSTATHIOS GALANAKIS

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Github|LinkedIn

SUMMARY

I am excited to use my industry and academic experience to bring cutting edge Computer Vision research to life. My interests lie in the field of Computer Vision particularly in tackling intricate challenges related to human faces and bodies. These encompass areas such as 3D facial reconstruction from monocular images, facial avatar generation, as well as engaging in dataset creation efforts.

EXPERIENCE

Department of Computing, Imperial College of London

April 2021 - Today

Phd Student in Computer Vision

Supervisor : Prof. Stefanos Zafeiriou

As a member of the iBUG lab, I am currently working in designing and implementing algorithms for extracting data regarding the 3D face shape of a person by exploiting pictures of him from different angles.

Huawei UK, Lodon

January 2021 - Today

Computer Vision Intership

I am currently working as a Computer Vision Engineer in Huawei UK, where my primary focus lies in the task of 3D facial reconstruction from a monocular image. In this role, I am responsible for seamlessly integrating cutting-edge techniques within this field. My objective is to enhance the effectiveness and accuracy of facial reconstruction methods, pushing the boundaries of what is currently considered state-of-the-art methods like NeRF and diffusion-based techniques.

Project Arise, Business School, Imperial College of London

February 2021 - Today

Research Assistant

I am working in a EU funded programme aimed predict how well the crop farms will perform in a desired time period. My work involves exploiting data gathered from satellites and weather stations, exploiting them by using the latest machine learning algorithms whereas creating synthetic data for areas with low-data availability.

ArielAI, London

January 2020 - September 2020

Computer Vision Scientist

My main responsibilities included designing and implementing innovative automatic pipelines in order to create new in-the-wild datasets by applying state of the art techniques to data across the web and planning human annotation tasks for ArielAI's annotators.

Pobuca Ltd, Athens

May 2018 - January 2019

R&D, ML Engineer

I worked as the only ML engineer to develop a network for automated product recognition in pictures taken from supermarket shelves. This required designing Computer Vision algorithms and tools for easy annotation and creating both training and detection procedures alongside with back-end support.

EESTEC LC Athens

November 2014-November 2015

I was a member of the board of the EESTEC's branch in Athens, a computer engineering students' volunteering organisation. While there, I took part in several events as a volunteer, some of those I help organising.

EDUCATION

Diploma/M.Eng. in Electrical and Computer Engineering

November 2019

National Technical University of Athens, Greece

Thesis Topic : Human Action Recognition and Localisation in Videos (Supervisor: Petros Maragos)

Description : Given a video in which, a person performs an action, this architecture is able to predict a sequence of boxes which include the actor, alongside with classifying the performed action

PUBLICATIONS

3DMM-RF: Convolutional Radiance Fields for 3D Face Modeling

January 2023

WACV 2023

In this work, I presented a facial 3D Morphable Model exploiting aspects from Nerf-based methods alongside with Style-Based GANs

FOREIGN LANGUAGES

Greek (Native), English (C2), German (B1)

TECHNICAL STRENGTHS

Programming Languages Applications

Python (Pytorch, Keras, OpenCV), C, CUDA, C++, Java,
Latex, Emacs, Matlab