

# EFSTATHIOS GALANAKIS

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## SUMMARY

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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 using diffusion models, as well as engaging in dataset creation efforts.

## EDUCATION

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### PhD in Computer Science

*Submitted April 2025 - PhD Viva pending*

*Supervisor:* Prof. Stefanos Zafeiriou

Imperial College London, UK

*Thesis:* Advancements in Face Reconstruction from a Single Image.

*Description:* During my PhD studies, I conducted research on deep generative models for accurate 3D face reconstruction from a single image, utilizing methods such as GANs and diffusion models.

### Diploma/M.Eng. in Electrical and Computer Engineering

*November 2019*

*Supervisor:* Prof. Petros Maragos

National Technical University of Athens, Greece

*Thesis:* Human Action Recognition and Localisation in Videos.

*Description:* I designed and implemented a deep neural architecture that jointly performs action classification and localization in video sequences by predicting bounding box trajectories and identifying corresponding actions.

## EXPERIENCE

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### Department of Computing, Imperial College London

March 2025 - Today

*Research Assistant in Computer Vision*

In my role as a research assistant, I investigate diffusion-based techniques, aimed at improving the tasks of skin lesion synthesis, classification, and segmentation.

### Huawei UK, London

September 2024 - March 2025

*Computer Vision Internship*

I worked as a Computer Vision Intern in Huawei UK, focusing on designing a generic generative model utilizing advanced 3D Gaussian Splatting techniques.

### Huawei UK, London

January 2022 - January 2024

*Computer Vision Internship*

As a Computer Vision Engineer at Huawei UK, I specialized in 3D facial reconstruction from monocular images. In this role, I integrated cutting-edge techniques to advance the field, to enhance the accuracy and effectiveness of reconstruction methods. My work involved pushing the boundaries of “state-of-the-art” approaches, such as NeRF and diffusion-based techniques.

### Project Arise, Business School, Imperial College London

February 2021 - January 2022

*Research Assistant*

I worked on an EU-funded program designed to predict the performance of crop farms over a specified time period. My role involved leveraging data collected from satellites and weather stations, applying advanced machine learning algorithms to analyze this data, and generating synthetic data to address areas with limited data availability.

## ArielAI, London

*Computer Vision Scientist*

January 2020 - September 2020

My main responsibilities included designing and implementing innovative automatic pipelines aiming 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

*R&D, ML Engineer*

May 2018 - January 2019

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 back-end support.

## PUBLICATIONS

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### **SpinMeRound: Consistent Multi-View Identity Generation Using Diffusion Models.**

**Galanakis S**, Lattas A, Moschoglou S, Kainz B, and Zafeiriou S.

*ICCV 2025*

SpinMeRound is a diffusion-based approach that generates consistent and accurate head portraits from novel viewpoints, given an input facial image.

### **FitDiff: Robust monocular 3D facial shape and reflectance estimation using Diffusion Models.**

**Galanakis S**, Lattas A, Moschoglou S, and Zafeiriou S.

*WACV 2025*

FitDiff is a multi-modal diffusion-based generative model that jointly produces facial geometry and appearance, conditioned on identity embeddings.

### **Ilsh: The imperial light-stage head dataset for human head view synthesis.**

Zheng J, Jang Y, Papaioannou A, Kampouris C, Potamias R, Paraperas F, **Galanakis E**, Leonardis A and Zafeiriou S.

*ECCV 2023*

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

**Galanakis S**, Gecer B, Lattas A, and Zafeiriou S.

*WACV 2023*

3DMM-RF is an implicit 3D Morphable model that can accurately model a subject's identity, pose and expression under arbitrary illumination, by utilizing a style-based generator.

## FOREIGN LANGUAGES

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

## TECHNICAL STRENGTHS

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### **Programming Languages**

### **Tech Skills**

Python (Pytorch, PyTorch Lightning, Pytorch3d), C, CUDA, C++  
GAN, Diffusion Models, NeRFs, 3DGS

## INTERESTS

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- Peer reviewer for the International Conferences such as CVPR 2024, 2025.
- Passionate about cycling, swimming, and running, I have participated in several sports events both individually and as part of a team.
- Former board member of the Athens branch of EESTEC, a student-run volunteering organization.
- Experienced musician with a background in performing as a drummer in local bands.
- Photography and video enthusiast.