

EFSTATHIOS GALANAKIS

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

EXPERIENCE

Department of Computing, Imperial College 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, London

September 2024 - March 2025

Computer Vision Internship

I worked as a Computer Vision Intern in Huawei UK, where I focus on 3D facial reconstruction from monocular images using 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, focusing on enhancing 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

January 2020 - September 2020

Computer Vision Scientist

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

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.

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 contributed as a main organiser.

PUBLICATIONS

SpinMeRound: Consistent Multi-View Identity Generation Using Diffusion Models

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

Under Peer-Review

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.

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.

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 can predict a sequence of bounding boxes around the actor while simultaneously classifying the performed action.

FOREIGN LANGUAGES

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

TECHNICAL STRENGTHS

Programming Languages

Tech SkillS

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

INTERESTS

- 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.
- Experienced musician with a background in performing as a drummer in local bands.
- Photography and video enthusiast.