

# Ankita Ghosh

[ankitaghosh9.github.io](https://ankitaghosh9.github.io)

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## EDUCATION

### ETH Zurich

MSc in Computer Science (Major in Visual and Interactive Computing)

September 2022 – Present

CGPA: 5.48/6.0

*Relevant Coursework: 3D Vision, Digital Humans, Computer Vision, Computer Graphics, Big Data*

### Manipal Institute of Technology

B.Tech in Computer Science and Engineering (Minor in Graphics and Visualization)

August 2018 – June 2022

CGPA: 9.27/10

*Relevant Coursework: Deep Learning, Digital Image Processing, Augmented and Virtual Reality*

## EXPERIENCE

### Visiting Graduate Scholar, ARCADE Lab, Johns Hopkins University

July 2025 - Present

*Supervisor: Prof. Dr. Mathias Unberath and Dr. Lalithkumar Seenivasan*

Baltimore, USA

- Developed a **neural rendering** pipeline for **dynamic digital twins**, integrating **6D pose estimation** to bridge the gap between physical operating rooms and simulation. This work is part of the under review publications.
- Engineering **scalable** grasp and affordance map **data generation** workflow using **simulation** platform.

### Machine Vision Engineer Intern, Stryker

October 2024 – March 2025

*Sensing and Machine Vision Team*

Freiburg, Germany

- Developed a **surgeon tracking** and **keypoint detection** pipeline on operating room footage for surgical planning.
- Executed **cross-modal calibration** of RGB camera and optical trackers for **depth estimation** of the detected keypoints to design a deployable workflow for surgical workload estimation ultimately.

### Student Researcher, VLG, ETH Zurich

March 2023 - September 2024

*Supervisor: Prof. Dr. Siyu Tang and Korrawe Karunratananakul | [ semester project ]*

Zurich, Switzerland

- Extended single-person generative models, integrating **contact-based annotations** and a **correlation model** to ensure physical plausibility in generated sequences.
- Architected a **transformer-based diffusion** pipeline for multi-agent motion synthesis, utilizing **vision language models** to align generated interactions with textual prompts.

### Mitacs Globalink Research Intern, SIRRL, University of Waterloo

June 2021 – September 2021

*Supervisor: Prof. Dr. Kerstin Dautenhahn and Prof. Dr. Moojan Ghafurian*

Ontario, Canada

- Developed an **emotion recognition system** that can process speech and respond with appropriate emotion in real-time by implementing the computational model of **affect control theory**.
- Designed facial expressions for **social robot Furhat** using **facial action coding system**, and developed a novel model that maps emotions to these facial gestures based on **semantic differential values**.

### Vision Engineer Intern (Part-Time), Kumudha Health Tech.

November 2019 – October 2020

*Director: Dr. Hareesha K S*

Manipal, India

- Performed image processing operations like **registration and fusion** of CT and MRI medical data.
- Rendered 3D anatomical parts in a **VR** headset with the aid of scientific visualization software and game engine, and developed GUI for **real-time operations** like slicing and free-hand snipping on the 3D model.

## PUBLICATIONS

[1] R. Naidu, **A. Ghosh**, Y. Maurya, S. R Nayak, S. S. Kundu, **IS-CAM: Integrated Score-CAM for axiomatic-based explanations**, *Responsible Computer Vision, CVPR-W 2021* [ [paper](#) ]

[2] **A. Ghosh**\*, S. Khose\*, A. Tiwari\*, **Semi-Supervised Classification and Segmentation on Aerial Images, Tackling Climate Change with Machine Learning**, *NeurIPS-W 2021* [ [paper](#) ]

[3] V Manushree\*, S. Saxena\*, P. Chowdhury\*, M. Varma\*, H. Rathod\*, **A. Ghosh**, S. Khose, **Extraction of Color Information from Images for Generation of Colored-Sketches**, *Machine Learning for Creativity and Design, NeurIPS-W 2021* [ [paper](#) ]

[4] **A. Ghosh**, S. Khose, Y. S. Kamath, Neetha I. R. Kuzhupilly, Harish Kumar J R, **Fovea Segmentation Using Semi-Supervised Learning**, *INDICON 2023* [ [paper](#) ]

[5] S. Khose, **A. Ghosh**, Y. S. Kamath, Neetha I. R. Kuzhupilly, Harish Kumar J R, **Explainable Classification of Macular Degeneration Using Deep Learning**, *INDICON 2023* [ [paper](#) ]

- [6] H. Zhang, Y. Shen, R. D Soberanis-Mukul, **A. Ghosh**, H. Ding, L. Seenivasan, J. L Porras, Z. Mao, C. Li, W. Xiao, L. Yarmus, A. C. Argento, M. Ishii, M. Unberath, **TwinOR: Photorealistic Digital Twins of Dynamic Operating Rooms for Embodied AI Research**, *arXiv 2025 (under review)* [ [paper](#) ]
- [7] H. Zhang, L. Seenivasan, J. L Porras, R. D Soberanis-Mukul, H. Ding, H. Shu, B. D Killeen, **A. Ghosh**, L. Yarmus, M. Ishii, A. C. Argento, M. Unberath, **Did you just see that? Arbitrary view synthesis for egocentric replay of operating room workflows from ambient sensors**, *arXiv 2025 (under review)* [ [paper](#) ]

## RELEVANT PROJECTS

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<b>How Much Noise is Too Much Noise?</b>	Spring 2024
<i>Computational Semantics for NLP Course Project at ETH Zurich</i>	[ <a href="#">code</a>   <a href="#">report</a> ]
<ul style="list-style-type: none"> <li>Implemented an alignment pipeline using reinforcement learning from human feedback (<b>RLHF</b>) and <b>preference optimization</b> to evaluate model robustness against noisy annotations.</li> <li>Benchmarked PPO, DPO and N-Sampling performance by analyzing <b>reward model evaluations</b> and <b>KL-divergence</b> trade-offs from the reference language model.</li> </ul>	
<b>Latent Space Exploration for Generative AI</b>	Spring 2024
<i>Interactive Machine Learning Course Project at ETH Zurich</i>	[ <a href="#">report</a>   <a href="#">poster</a> ]
<ul style="list-style-type: none"> <li>Designed an <b>interactive framework</b> for exploration and manipulation of the learned representations of a <b>generative model</b> trained on textile data.</li> <li>Produced 2D projection of <b>disentangled latent</b> space along colors to enable <b>user-controlled</b> textile generation.</li> <li>Automated the deployment lifecycle through a <b>CI/CD</b> pipeline and <b>Docker</b> containerization.</li> </ul>	
<b>Leveraging Motion Imitation in Reinforcement Learning for Biped Character</b>	Spring 2023
<i>Digital Humans Course Project at ETH Zurich</i>	[ <a href="#">code</a>   <a href="#">report</a>   <a href="#">demo</a> ]
<ul style="list-style-type: none"> <li>Implemented an <b>actor-critic algorithm</b> that performs <b>task objectives</b> like direction control, alongside imitating motions in a physically-based environment.</li> <li>Synthesized longer motion sequences by using methods like <b>multi-clip concatenation</b> and <b>composite policy</b>.</li> <li>Proposed a <b>residual policy network</b> that can leverage pre-trained agents and retarget to new characters.</li> </ul>	
<b>Semantic-MD: Infusing Monocular Depth with Semantic Signals</b>	Spring 2023
<i>3D Vision Course Project at ETH Zurich</i>	[ <a href="#">code</a>   <a href="#">report</a>   <a href="#">poster</a> ]
<ul style="list-style-type: none"> <li>Explored different ways of integrating semantic signals to the image input through concatenation and convolutions in the form of <b>one-hot encoded semantic maps and contours</b>.</li> <li>Performed <b>multi-task learning</b> to jointly estimate depth and semantic maps.</li> <li>Conducted extensive <b>ablation studies</b> with different segmentation architectures and loss functions where depth estimation achieved a decrease of <b>12.86%</b> in relative mean error with the aid of semantic information.</li> </ul>	
<b>Scene Render: Man on Mars</b>	Autumn 2022
<i>Computer Graphics Course Project at ETH Zurich</i>	[ <a href="#">report</a> ]
<ul style="list-style-type: none"> <li>Implemented a <b>physically-based renderer</b> with <b>light source functionalities</b> like environment map emitter and probabilistic progressive photon mapping, and additional post-processing NL-means <b>denoising</b>.</li> <li><b>Modeled surface appearances</b> by overlaying image textures, normal mapping, and reproducing <b>Disney BRDF</b>.</li> </ul>	

## TECHNICAL SKILLS

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- Languages:** Python, C, C++, Java, Kotlin, SQL, JavaScript
- Areas of Expertise:** 3D Vision, Generative AI, Multimodal Learning, Human-AI Interaction, Explainable AI
- Tools and Frameworks:** PyTorch, OpenCV, Blender, Isaac Sim, Unity, Docker, Git, mySQL, mongoDB

## EXTRACURRICULAR

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- Co-Founder and Technical Head, Research Society Manipal:** administered a student body of 100+ members promoting inter-disciplinary research, mentored students in the field of AI, and hosted academic events like webinars.
- Volunteer, Teach Code for Good, Manipal:** tutored 20 underprivileged students in secondary school on Computer Science topics and programming languages like Python and C.
- Writer, Manipal The Talk Network:** published 10+ articles constituting informative features on technology and creative literary pieces at Manipal's largest independent media organization in India.