Kefan (Arthur) Chen

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ABOUT ME

I'm finishing my PhD in AI/CV at Brown University and looking for a full-time AI research scientist position. My expertise encompasses GenAI, 3D vision, digital humans, hand modeling, and multimodal learning. I have 5 years of full-time employment at Google Research, Pinterest, Gatik, and Meta as AI researcher, machine learning engineer, and startup founding engineer. I also interned at Waymo, Meta, and NVIDIA along my academic journey.

EDUCATION

 Brown University 2022 - 2026

Ph.D. in Computer Science

Providence, RI

Advisor: Srinath Sridhar

Research expertise: Generative AI, 3D Vision, Hand Modeling, Human Avatar, Multimodal Learning.

University of Toronto

2014 - 2018

Bachelor in Electrical Engineering

Toronto, Canada

Courseworks: Probability Theory (A), Design/Analysis of Algorithms (A), Inference Algorithm and ML (A).

• Dean's Honor List.

EXPERIENCE

Waymo (Google Robotaxi)

Jun 2025 - Aug 2025

Research Intern

Mountain View, CA

- Research robust multimodal perception models against missing modalities in case of camera or LiDAR malfunction.
- Develop a generative multimodal BEV model using diffusion that can impute missing modality.

Jun 2024 - Mar 2025 Burlingame, CA

Researcher (contract)

- Research photorealistic 3D avatar modeling using Gaussian Splatting for digital humans and VR/XR applications.
- Develop the first pioneering model to capture dynamic hand-face interaction in human avatars using a mesh-rigged Gaussian representation, achieving state-of-the-art realism.
- Publish first-author and co-author papers at top AI conferences, including ICCV and CVPR.

 Meta Reality Labs Jun 2023 - Dec 2023

Research Scientist Intern

Redwood, WA

- Research 2D/3D diffusion and generative foundation models for image, video, and 3D synthesis.
- o Develop the first large generative foundation model for hand image, video, and novel view synthesis, achieving state-of-the-art generalization and zero-shot abilities.
- Publish a first-author paper at CVPR and receive recognition as Highlight (top 2.98%).

 Pinterest Jan 2022 - Sep 2022

Machine Learning Engineer (full-time)

Toronto, Canada

Develop ML models to scale metadata extraction for shopping content data mining.

Gatik

Sep 2020 - Dec 2021 Toronto, Canada

Founding Engineering Staff (full-time)

- Lead research and development of long-range perception and multimodal sensor fusion for autonomous trucking.
- Coordinate and manage long-term research collaboration with universities and academic labs.
- Build the engineering team for AI perception development and develop a technical recruiting pipeline.

 Google Research Jun 2018 - Aug 2020 AI Resident (contract) New York, NY

Research 3D computer vision, camera pose estimation, and SO(3) representation learning.

- Develop a spherical distribution regression model for wide-baseline camera pose estimation, achieving 50% error reduction compared with prior methods.
- Propose a 9D-SVD representation for 3D rotation regression, improving various fundamental problems in robotics and computer vision, including point cloud alignment, pose estimation, inverse kinematics, and depth prediction.
- Publish first-author and co-author papers at top AI conferences, including CVPR and NeurIPS.

 NVIDIA May 2017 - Aug 2017

Deep Learning Intern

Toronto, Canada

- Develop a domain randomization model to bridge the domain gap between simulation and the real world.
- Demonstrated the state-of-the-art game robot demo at Industry Expo of ACM SIGGRAPH 2017. (News)

- [C.1] Kefan Chen, Sergiu Oprea, Justin Theiss, Sreyas Mohan, Srinath Sridhar, Aayush Prakash. InteractAvatar: Modeling Hand-Face Interaction in Photorealistic Avatars with Deformable Gaussians. In International Conference on Computer Vision (ICCV), 2025.
- [C.2] Kefan Chen, Chaerin Min, Linguang Zhang, Shreyas Hampali, Cem Keskin, Srinath Sridhar. FoundHand:
 Large-Scale Domain-Specific Learning for Controllable Hand Image Generation. In Conference on Computer Vision and Pattern Recognition (CVPR), 2025. (Highlight, top 2.98% of submissions.)
- [C.3] Aashish Rai, Dilin Wang, Mihir Jain, Nikolaos Sarafianos, Kefan Chen, Srinath Sridhar, Aayush Prakash. UVGS: Reimagining Unstructured 3D Gaussian Splatting using UV Mapping. In Conference on Computer Vision and Pattern Recognition (CVPR), 2025.
- [C.4] Chandradeep Pokhariya, Ishaan N Shah, Angela Xing, Zekun Li, **Kefan Chen**, Avinash Sharma, Srinath Sridhar. **MANUS: Markerless Grasp Capture using Articulated 3D Gaussians**. In *Conference on Computer Vision and Pattern Recognition (CVPR)*, 2024.
- [C.5] Cheng-You Lu, Peisen Zhou, Angela Xing, Chandradeep Pokhariya, Arnab Dey, Ishaan Shah, Rugved Mavidipalli, Dylan Hu, Andrew Comport, Kefan Chen, Srinath Sridhar. DiVa-360: The Dynamic Visual Dataset for Immersive Neural Fields. In Conference on Computer Vision and Pattern Recognition (CVPR), 2024. (Highlight, top 2.81% of submissions.)
- [C.6] Kefan Chen, Noah Snavely, Ameesh Makadia. Wide-Baseline Relative Camera Pose Estimation with Directional Learning. In Conference on Computer Vision and Pattern Recognition (CVPR), 2021.
- [C.7] Jake Levinson, Carlos Esteves, **Kefan Chen**, Noah Snavely, Angjoo Kanazawa, Afshin Rostamizadeh, Ameesh Makadia. **An Analysis of SVD for Deep Rotation Estimation**. In *Conference on Neural Information Processing Systems (NeurIPS)*, 2020.
- [J.1] C Wang, F Fan, R Sabatini, O Voznyy, K Bicanic, X Li, D Sellan, M Saravanapavanantham, N Hossain, K Chen, S Hoogland, E Sargent. Quantum Dot Color-Converting Solids Operating Efficiently in the kW/cm2 Regime. Chemistry of Materials, Vol. 29, Issue 12, pp. 5104-5112, 2017.

SKILLS

- **Programming Languages:** Python, C++, C, Pytorch, Tensorflow, JAX.
- Research: Diffusion, Gaussian Splattting, multimodal representation learning, pose estimation, 3D reconstruction.

ACADEMIC SERVICES

- Outstanding Reviewer award at CVPR2025.
- Serve as reviewer for top AI/ML conferences, including NeurIPS, ICML, CVPR, ICCV, ECCV, IROS.
- Mentor MS and undergrad students to publish research works at top-tier AI conferences.