

Arthur Kefan Chen

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EDUCATION	Brown University , Ph.D. candidate in Computer Science 2022 – 2026 <ul style="list-style-type: none">▪ Advisor: Srinath Sridhar▪ Research focus: 3D Vision, Diffusion GenAI, LLM/LVM, Digital Human, Embodied AI, VR/XR. University of Toronto , Bachelor in Electrical Engineering 2014 – 2018
SKILLS	Python, C++, C, Pytorch, Tensorflow, LLM/LVM, Large-scale ML training, Research
INDUSTRY EXPERIENCE	Waymo (Google Self-driving) , Research Intern Jun 2025 – Aug 2025 <ul style="list-style-type: none">▪ Design multi-modal 3D perception models for autonomous driving leveraging LLM/LVMs. Meta AI , Researcher Jun 2024 – Mar 2025 <ul style="list-style-type: none">▪ Research interactive 3D avatars using Gaussian Splatting for realistic digital human and VR/XR. Meta Reality Labs , Research Scientist Intern Jun 2023 – Dec 2023 <ul style="list-style-type: none">▪ Research large image and video diffusion generative models for dexterous hand generation. Pinterest , Machine Learning Engineer Jan 2022 – Sep 2022 <ul style="list-style-type: none">▪ Develop ML models to scalably extract metadata for shopping content data mining. Gatik AI , Perception Engineer Sep 2020 – Dec 2021 <ul style="list-style-type: none">▪ Lead research and development of multimodal perception and sensor fusion for autonomous driving. Google Research , AI Resident Jun 2018 – Aug 2020 <ul style="list-style-type: none">▪ Research 3D computer vision, camera pose estimation, and SO(3) representation learning. NVIDIA , Research Intern May 2017 – Aug 2017 <ul style="list-style-type: none">▪ Develop Isaac virtual simulation for robotic training demonstrated at SIGGRAPH 2017. (News)
PUBLICATION	<ol style="list-style-type: none">[1] K Chen, S Mohan, J Theiss, S Oprea, S Sridhar, A Prakash, “InteractAvatar: Modeling Hand-Face Interaction in Photorealistic Avatars with Deformable Gaussians,” <i>under review</i>, 2025.[2] K Chen, C Min, L Zhang, S Hampali, C Keskin, S Sridhar, “FoundHand: Large-Scale Domain-Specific Learning for Controllable Hand Image Generation,” <i>Conference on Computer Vision and Pattern Recognition (CVPR)</i>, 2025. (Highlight, top 2.98% of submissions.)[3] A Rai, D Wang, M Jain, N Sarafianos, K Chen, S Sridhar, A Prakash, “UVGS: Reimagining Unstructured 3D Gaussian Splatting using UV Mapping,” <i>Conference on Computer Vision and Pattern Recognition (CVPR)</i>, 2025.[4] C Pokhariya, I Shah, A Xing, Z Li, K Chen, A Sharma, S Sridhar, “MANUS: Markerless Grasp Capture using Articulated 3D Gaussians,” <i>Conference on Computer Vision and Pattern Recognition (CVPR)</i>, 2024.[5] C Lu, P Zhou, A Xing, C Pokhariya, A Dey, I Shah, R Mavidipalli, D Hu, A Comport, K Chen, S Sridhar, “DiVa-360: The Dynamic Visual Dataset for Immersive Neural Fields,” <i>Conference on Computer Vision and Pattern Recognition (CVPR)</i>, 2024. (Highlight, top 2.81% of submissions.)[6] K Chen, Noah Snavely, Ameesh Makadia, “Wide-Baseline Relative Camera Pose Estimation with Directional Learning,” <i>Conference on Computer Vision and Pattern Recognition (CVPR)</i>, 2021.[7] Jake Levinson, Carlos Esteves, K Chen, Noah Snavely, Angjoo Kanazawa, Afshin Rostamizadeh, Ameesh Makadia, “An Analysis of SVD for Deep Rotation Estimation,” <i>Conference on Neural Information Processing Systems (NeurIPS)</i>, 2020.
ACADEMIC SERVICES	Serve as reviewer for top AI conferences, CVPR, ICCV, ECCV, NeurIPS, ICML.