

# Kiran Chhatre

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INTERESTS	Video Generation, Vision Language Models, 3D Humans, Generative Models, Semantic Segmentation	
EDUCATION	<b>KTH Royal Institute of Technology</b>	Jan 2021 – Present
	Ph.D. in Computer Science	
	<ul style="list-style-type: none"><li>• Advisors: Prof. Christopher Peters, Prof. Jonas Beskow</li><li>• Teaching: Artificial Intelligence, ANN and Deep Architectures, Computer Graphics, Machine Learning (I &amp; II)</li></ul>	
	<b>RWTH Aachen University</b>	Sep 2017 – Oct 2020
	M.Sc. in Mechanical Engineering	
	<ul style="list-style-type: none"><li>• Thesis advisor: Prof. Mikhail Itskov</li></ul>	
	<b>COEP Technological University</b>	Jul 2010 – May 2014
	B.Tech. in Mechanical Engineering	
	<ul style="list-style-type: none"><li>• Thesis advisors: Prof. Prashant Kumar, Prof. Raju Ladhwe</li></ul>	
INTERNSHIP	<b>Adobe Research</b>	
	Research Scientist Intern	Jul 2025 – Present
	Research Ph.D. Intern	Apr 2024 – Jul 2024
	<b>Sony Research, CSL</b>	Apr 2025 – Jun 2025
	Ph.D. Intern	
	<b>Electronic Arts, SEED</b>	Oct 2024 – Mar 2025
	Ph.D. Intern	
	<b>Max Planck Institute for Intelligent Systems, Perceiving Systems</b>	Sep 2022 – Dec 2024
	Guest Scientist	
	<b>Ubisoft, La Forge</b>	Mar 2022 – Jun 2022
	Ph.D. Intern	
	<b>IBM Research, Watson Studio</b>	Apr 2019 – Sep 2019
	Machine Learning Intern	
	<b>Dassault Systèmes, SIMULIA</b>	Jul 2018 – Mar 2019
	CAE Developer Intern	
	<b>Innovation &amp; Learning Center Aachen, (ITA Academy/ McKinsey &amp; Co.)</b>	Apr 2018 – Mar 2019
	Robotics Developer Intern	
	<b>Alfa Laval</b>	Jun 2013 – Jul 2013
	Summer Intern	
	<b>Tata Steel</b>	May 2012 – Jul 2012
	Summer Intern	
PROFESSIONAL	<b>Lawrence Berkeley National Laboratory, Sustainable Transportation Initiative</b>	Nov 2019 – Oct 2020
	Research Affiliate	
	<b>Dassault Systèmes Solutions Lab</b>	Dec 2015 – Aug 2017
	CATIA Specialist	
	<b>Autocop Telematics</b>	Jul 2014 – Nov 2015
	Mechanical Design Engineer	
PUBLICATIONS	<b>K. Chhatre</b> , C. Peters, and S. Karanam, “Learning 3D Texture-Aware Representations for Parsing Diverse Human Clothing and Body Parts,” <i>arXiv preprint arXiv:2508.06032</i> , 2025.	
* CO-FIRST AUTHOR	<b>K. Chhatre</b> , R. Guaresé, A. Matviienko, and C. Peters, “Evaluation of Generative Models for Emotional 3D Animation Generation in VR,” <i>Frontiers in Computer Science – Human-Media Interaction – Journal</i> , 2025.	

A.S. Penamakuri\*, **K. Chhatre\***, and A. Jain, “Audiopedia: Audio QA with Knowledge,” *IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)* – **Oral**, 2025.

**K. Chhatre**, R. Daněček, N. Athanasiou, G. Becherini, C. Peters, M.J. Black, and T. Bolkart, “AMUSE: Emotional Speech-Driven 3D Body Animation via Disentangled Latent Diffusion,” *IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, 2024.

R. Daněček, **K. Chhatre**, S. Tripathi, Y. Wen, M.J. Black, and T. Bolkart, “EMOTE: Emotional Speech-Driven Animation with Content-Emotion Disentanglement,” *ACM SIGGRAPH Asia Conference Papers*, 2023.

#### OTHER PUBLICATIONS & PATENTS

\* CO-FIRST AUTHOR

**K. Chhatre** and S. Karanam, “Systems and Methods for Image Segmentation using Three-Dimensional Image Features” *U.S. Patent Application No. 19/284,065*, 2025.

H. Du, **K. Chhatre**, C. Peters, B. Keegan, R. McDonnell, and C. Ennis, “Synthetically Expressive: Evaluating gesture and voice for emotion and empathy in VR and 2D scenarios,” *ACM International Conference on Intelligent Virtual Agents (IVA)*, 2025.

**K. Chhatre**, R. Guarese, A. Matviienko, and C. Peters, “Evaluating Speech and Video Models for Face-Body Congruence,” *ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D)* – Poster, 2025.

**K. Chhatre**, S. Feygin, C. Sheppard, and R. Waraich, “BEAMBayesOpt: Parallel Bayesian Optimization of Agent-Based Transportation Simulation,” *Springer Nature International Conference on Machine Learning, Optimization, and Data Science (LOD)* – **Special Mentions**, 2022.

A. Deichler\*, **K. Chhatre\***, J. Beskow, and C. Peters, “Spatio-temporal priors in 3D human motion,” *IEEE International Conference on Development and Learning StEPP* – Workshop, 2021.

T. Stojanovski, H. Zhang, E. Frid, **K. Chhatre**, C. Peters, I. Samuels, P. Sanders, J. Partanen, and D. Lefosse, “Rethinking Computer-Aided Architectural Design (CAAD) – From Generative Algorithms and Architectural Intelligence to Environmental Design and Ambient Intelligence,” *Springer Nature International Conference on Computer-Aided Architectural Design Futures (CAAD Futures)*, 2021.

#### INVITED TALKS & PARTICIPATION

Indian Institute of Science Education and Research (hosted by Prof. Amit Apte), Pune India	Jun 2025
University of Tokyo (hosted by Prof. Jun Rekimoto), Tokyo Japan	May 2025
Sony AI (hosted by Takashi Shibuya), Kyoto Japan	Apr 2025
International Computer Vision Summer School (ICVSS), Sicily Italy	Jul 2024
Indian Institute of Science (hosted by Prof. Rajiv Soundararajan), Bengaluru India	Jun 2024
Eurographics – CLIPE workshop, Limassol Cyprus	Apr 2024
Trinity College Dublin (hosted by Prof. Carol O’Sullivan), Dublin Ireland	Feb 2024
Google DeepMind Research Week, Bengaluru India	Feb 2024
Current trends in virtual humans, Universitat Politècnica de Catalunya Barcelona Tech (UPC)	Sep 2022
Summer School on Virtual Humans, University of Cyprus	Sep 2021
TEDxKTH Salon: AI – what should we focus on? Stockholm Sweden	May 2021
Contrastive Learning for Visual Representations, KTH AI Society, Stockholm Sweden	Apr 2021
Data-driven motion synthesis, KTH AI Society, Stockholm Sweden	Mar 2021

#### ACADEMIC AWARDS

Marie Skłodowska-Curie Action fellowship (CLIPE Project), KTH	2021 – 2024
Swedish Karl Engvers Foundation scholarship, KTH	2021
Lawrence Berkeley National Laboratory fellowship	2019 – 2020
German National Hans Hermann Voss Foundation scholarship, RWTH Aachen University	2019 – 2020
DAAD travel grant for IAESTE internship, Qatar University – KINDI Computing Research	2019
Government of India scholarship, RWTH Aachen University	2017 – 2019

#### ACADEMIC SERVICES

Association for the Advancement of Artificial Intelligence (AAAI), 2025  
 Neural Information Processing Systems (NeurIPS), 2025  
 International Conference on Learning Representations (ICLR), 2025  
 IEEE/CVF International Conference on Computer Vision (ICCV), 2025  
 ACM SIGGRAPH, 2025  
 ACM SIGGRAPH Asia, 2024 – 2025  
 Pattern Recognition, 2025  
 IEEE Transactions on Affective Computing, 2025  
 IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) Workshops, 2024  
 Program Committee of the CLIPE workshop at Eurographics, 2024

IEEE International Symposium on Mixed and Augmented Reality (ISMAR), 2024 – 2025  
International Conference on Autonomous Agents and Multiagent Systems (AAMAS), 2022 – 2024  
International Conference on Machine Learning, Optimization, and Data Science (LOD), 2022 – 2023  
IEEE Conference on Games (CoG), 2021  
ACM International Conference on Intelligent Virtual Agents (IVA), 2021, 2025

**STUDENTS  
MENTORED**

Benhou Li, M.Sc. in Computer Science, KTH (2025 Winter) → Gameplay Programmer, ByteDance  
B. Li, “GAINS: Human Gaussian Animation Synthesis from Input Speech” *Dissertation*, 2025.  
Peiyang Zheng, M.Sc. in Computer Science, KTH (2024 Summer) → Intern, Zeekr Technology Europe  
Simon Wanna, B.Sc. in Media Technology, KTH (2023 Summer – 2024 Spring) → Intern, Scania AB  
Tom Boustedt, B.Sc. in Media Technology, KTH (2023 Summer – 2024 Spring) → RA, Uni. of Washington

**SKILLS**

Python, PyTorch, PyTorch3D, TensorFlow, OpenCV, Blender/bpy, MPI-IS/mesh,  $\LaTeX$ , Git, FFmpeg

[CV compiled on 2025-08-17]