

Kiran Chhatre

🏠 White Collar Factory, London EC1Y 8AF, United Kingdom

✉ chhatre@kth.se • 📞 +46-072-2901179 • 🌐 chhatrekiran.github.io • 📧 MBKzL6kAAAAJ • 📁 kiranchhatre • in kiranchhatre

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| INTERESTS | Video Generation, Vision Language Models, 3D Humans, Synthetic 3D/4D Data, Semantic Segmentation | |
| EDUCATION | KTH Royal Institute of Technology | Jan 2021 – Present |
| | Ph.D. in Computer Science, Stockholm Sweden <ul style="list-style-type: none">Advisors: Prof. Christopher Peters, Prof. Jonas Beskow | |
| | RWTH Aachen University | Sep 2017 – Oct 2020 |
| | M.Sc. in Mechanical Engineering, Aachen Germany <ul style="list-style-type: none">Advisor: Prof. Mikhail Itskov | |
| | COEP Technological University | Jul 2010 – May 2014 |
| | B.Tech. in Mechanical Engineering, Pune India <ul style="list-style-type: none">Advisors: Prof. Prashant Kumar, Prof. Raju Ladhwe | |
| INTERNSHIP | Adobe Research | |
| | Research Scientist Intern, Graphics & 3D Imaging Research, London UK | Jul 2025 – Present |
| | Research Ph.D. Intern, Multimodal Content Group, Bengaluru India | Apr 2024 – Jul 2024 |
| | Sony | |
| | Collaborator, Sony AI (AI for Creators), Remote | Dec 2025 – Present |
| | Ph.D. Intern, Sony CSL (Human Augmentation), Kyoto Japan & Remote | Apr 2025 – Present |
| | Electronic Arts | |
| | Ph.D. Intern, SEED, Stockholm Sweden | Oct 2024 – Mar 2025 |
| | Max Planck Institute for Intelligent Systems | |
| | Guest Scientist, Perceiving Systems, Tübingen Germany | Sep 2022 – Dec 2024 |
| | Ubisoft | |
| | Ph.D. Intern, La Forge, Bordeaux France | Mar 2022 – Jun 2022 |
| PROFESSIONAL | IBM Research | |
| | Machine Learning Intern, Watson Studio, Böblingen Germany | Apr 2019 – Sep 2019 |
| | Dassault Systèmes | |
| | CAE Developer Intern, SIMULIA, Aachen Germany | Jul 2018 – Mar 2019 |
| | ITA Technologietransfer GmbH | |
| | Robotics Developer Intern, Aachen Germany | Apr 2018 – Mar 2019 |
| | Alfa Laval | |
| | Summer Intern, Pune India | Jun 2013 – Jul 2013 |
| PUBLICATIONS | Tata Steel | |
| | Summer Intern, Pune India | May 2012 – Jul 2012 |
| | Lawrence Berkeley National Laboratory | |
| | Research Affiliate, Transportation Initiative (BEAM), Berkeley CA USA | Nov 2019 – Oct 2020 |
| * CO-FIRST AUTHOR | Dassault Systèmes Solutions Lab | |
| | CATIA Specialist, Pune India | Dec 2015 – Aug 2017 |
| | Autocop Telematics | |
| | Mechanical Design Engineer, Bengaluru India | Jul 2014 – Nov 2015 |
| K. Chhatre , C. Peters, and S. Karanam, “Learning 3D Texture-Aware Representations for Parsing Diverse Human Clothing and Body Parts,” <i>Association for the Advancement of Artificial Intelligence (AAAI)</i> , 2026. | | |
| K. Chhatre , R. Guarese, A. Matviienko, and C. Peters, “Evaluation of Generative Models for Emotional 3D Animation Generation in VR,” <i>Frontiers in Computer Science – Human-Media Interaction</i> , 2025. | | |

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| | A.S. Penamakuri*, K. Chhatre *, and A. Jain, “Audiopedia: Audio QA with Knowledge,” <i>IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)</i> – 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,” <i>IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)</i> , 2024. | |
| | R. Daněček, K. Chhatre , S. Tripathi, Y. Wen, M.J. Black, and T. Bolkart, “EMOTE: Emotional Speech-Driven Animation with Content-Emotion Disentanglement,” <i>ACM SIGGRAPH Asia Conference Papers</i> , 2023. | |
| OTHER PUBLICATIONS & PATENTS * CO-FIRST AUTHOR | R. Nagy, H. Voss, T. Hoang-Ming, M. Tsakov, T. Nikolov, Z. Zhang, T. Ao, S. Yang, S. Huang, Y. Cheng, MH. Mughal, R. Dabral, K. Chhatre , C. Theobalt, L. Liu, S. Kopp, R. McDonnell, M. Neff, T. Kucherenko, Y. Yoon, and GE. Henter, “Towards Reliable Human Evaluations in Gesture Generation: Insights from a Community-Driven State-of-the-Art Benchmark,” <i>arXiv preprint arXiv:2511.01233</i> , 2025. | |
| | K. Chhatre and S. Karanam, “Systems and Methods for Image Segmentation using Three-Dimensional Image Features” <i>U.S. Patent Application No. 19/284,065</i> , 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,” <i>ACM International Conference on Intelligent Virtual Agents (IVA)</i> – Best Paper Award , 2025. | |
| | K. Chhatre , R. Guarese, A. Matviienko, and C. Peters, “Evaluating Speech and Video Models for Face-Body Congruence,” <i>ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D)</i> – Poster, 2025. | |
| | K. Chhatre , S. Feygin, C. Sheppard, and R. Waraich, “BEAMBayesOpt: Parallel Bayesian Optimization of Agent-Based Transportation Simulation,” <i>Springer Nature International Conference on Machine Learning, Optimization, and Data Science (LOD)</i> – Special Mentions , 2022. | |
| | A. Deichler*, K. Chhatre *, J. Beskow, and C. Peters, “Spatio-temporal priors in 3D human motion,” <i>IEEE International Conference on Development and Learning StEPP</i> – 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,” <i>Springer Nature International Conference on Computer-Aided Architectural Design Futures (CAAD Futures)</i> , 2021. | |
| INVITED TALKS & PARTICIPATION | AstraZeneca (hosted by Arthur Lewis), Stockholm Sweden | Dec 2025 |
| | 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 | ACM IVA Best Paper Award | 2025 |
| | 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 | IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) | 2024, 2026 |
| | International Conference on Learning Representations (ICLR) | 2025 – 2026 |
| | Annual Conference of the European Association for Computer Graphics (EUROGRAPHICS) | 2024, 2026 |
| | Neural Information Processing Systems (NeurIPS) | 2025 |

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| | Association for the Advancement of Artificial Intelligence (AAAI) | 2025 |
| | IEEE/CVF International Conference on Computer Vision (ICCV) | 2025 |
| | ACM SIGGRAPH | 2025 |
| | ACM SIGGRAPH Asia | 2024 – 2025 |
| | Pattern Recognition | 2025 – 2026 |
| | IEEE Transactions on Visualization and Computer Graphics (TVCG) | 2026 |
| | ACM Transactions on Graphics (TOG) | 2026 |
| | IEEE Transactions on Affective Computing (TAFFC) | 2025 – 2026 |
| | 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 |
| TEACHING | DH2323 Computer Graphics and Interaction | Spring 2021, 2023, 2025 |
| | DD2380 Artificial Intelligence | Autumn 2021, 2023, 2024 |
| | DM1590 Machine Learning for Media Technology | Spring 2022 |
| | DD2437 Artificial Neural Networks and Deep Architectures | Autumn 2021 |
| | DD2421 Machine Learning | Autumn 2021 |
| STUDENTS MENTORED | Jinshi Ding, M.Sc. in Software Engineering of Distributed Systems, KTH (2026 Winter – Present) | |
| | Benhou Li, M.Sc. in Computer Science, KTH (2025 Winter) → Gameplay Programmer, ByteDance | |
| | B. Li, “GAINS: Human Gaussian Animation Synthesis from Input Speech” <i>Dissertation</i> , 2025. | |
| | Peiyang Zheng, M.Sc. in Computer Science, KTH (2024 Summer) → LLM SDE, 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 | Programming & Distributed Systems: Python, PyTorch, PyTorch3D, Ray Scale, AWS, \LaTeX , Git, FFmpeg | |
| | Physics & Rendering: Blender/bpy, Bullet Physics, SMPL-X, Unreal Engine, OptiTrack | |
| | Multi-agent systems: BEAM, automl/SMAC3 | |
| | Robotics: ABB RobotStudio, KUKA Robot Language | |
| | CAE: CATIA, Simulia, Modelica | |

[CV compiled on 2026-01-12]