Kiran Chhatre

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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
- Advisors: Prof. Christopher Peters, Prof. Jonas Beskow
- Teaching: Artificial Intelligence, ANN and Deep Architectures, Computer Graphics, Machine Learning (I & II)

RWTH Aachen University — Sep 2017 – Oct 2020
M.Sc. in Mechanical Engineering, Aachen Germany
- Thesis advisor: Prof. Mikhail Itskov

COEP Technological University — Jul 2010 – May 2014
B.Tech. in Mechanical Engineering, Pune India
- Thesis 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 Research, CSL — Apr 2025 – Jun 2025
Ph.D. Intern, Kyoto Japan

Electronic Arts, SEED — Oct 2024 – Mar 2025
Ph.D. Intern, Stockholm Sweden

Max Planck Institute for Intelligent Systems, Perceiving Systems — Sep 2022 – Dec 2024
Guest Scientist, Tübingen Germany

Ubisoft, La Forge — Mar 2022 – Jun 2022
Ph.D. Intern, Bordeaux France

IBM Research, Watson Studio — Apr 2019 – Sep 2019
Machine Learning Intern, Böblingen Germany

Dassault Systèmes, SIMULIA — Jul 2018 – Mar 2019
CAE Developer Intern, Aachen Germany

Innovation & Learning Center Aachen (ITA Academy/ McKinsey & Co.) — Apr 2018 – Mar 2019
Robotics Developer Intern, Aachen Germany

Alfa Laval — Jun 2013 – Jul 2013
Summer Intern, Pune India

Tata Steel — May 2012 – Jul 2012
Summer Intern, Pune India

PROFESSIONAL

Lawrence Berkeley National Laboratory, Sustainable Transportation Initiative — Nov 2019 – Oct 2020
Research Affiliate, Berkeley CA USA

Dassault Systèmes Solutions Lab — Dec 2015 – Aug 2017
CATIA Specialist, Pune India

Autocop Telematics — Jul 2014 – Nov 2015
Mechanical Design Engineer, Bengaluru India

PUBLICATIONS
* CO-FIRST AUTHOR

K. Chhatre, C. Peters, and S. Karanam, "Learning 3D Texture-Aware Representations for Parsing Diverse Human Clothing and Body Parts," *Association for the Advancement of Artificial Intelligence (AAAI)*, 2026.

K. Chhatre, R. Guarese, A. Matviienko, and C. Peters, "Evaluation of Generative Models for Emotional 3D Animation Generation in VR," *Frontiers in Computer Science – Human-Media Interaction*, 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**	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," *arXiv preprint arXiv:2511.01233*, 2025.

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)* – **Best Paper Award**, 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	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
	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
IEEE Transactions on Affective Computing	2025
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

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" *Dissertation*, 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 2025-12-02*]