

# Kiran Chhatre

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<b>INTERESTS</b>	Video Generation, Vision Language Models, 3D Humans, Synthetic 3D/4D Data, Semantic Segmentation	
<b>EDUCATION</b>	<b>KTH Royal Institute of Technology</b> Ph.D. in Computer Science, Stockholm Sweden • Advisors: Prof. Christopher Peters, Prof. Jonas Beskow	Jan 2021 – Present
	<b>RWTH Aachen University</b> M.Sc. in Mechanical Engineering, Aachen Germany • Advisor: Prof. Mikhail Itskov	Sep 2017 – Oct 2020
	<b>COEP Technological University</b> B.Tech. in Mechanical Engineering, Pune India • Advisors: Prof. Prashant Kumar, Prof. Raju Ladhwani	Jul 2010 – May 2014
<b>INTERNSHIP</b>	<b>Adobe Research</b> Research Scientist Intern, Graphics & 3D Imaging Research, London UK Research Ph.D. Intern, Multimodal Content Group, Bengaluru India	Jul 2025 – Present Apr 2024 – Jul 2024
	<b>Sony</b> Collaborator, Sony AI (AI for Creators), Remote Ph.D. Intern, Sony CSL (Human Augmentation), Kyoto Japan & Remote	Dec 2025 – Present Apr 2025 – Present
	<b>Electronic Arts</b> Ph.D. Intern, SEED, Stockholm Sweden	Oct 2024 – Mar 2025
	<b>Max Planck Institute for Intelligent Systems</b> Guest Scientist, Perceiving Systems, Tübingen Germany	Sep 2022 – Dec 2024
	<b>Ubisoft</b> Ph.D. Intern, La Forge, Bordeaux France	Mar 2022 – Jun 2022
	<b>IBM Research</b> Machine Learning Intern, Watson Studio, Böblingen Germany	Apr 2019 – Sep 2019
	<b>Dassault Systèmes</b> CAE Developer Intern, SIMULIA, Aachen Germany	Jul 2018 – Mar 2019
	<b>ITA Technologietransfer GmbH</b> Robotics Developer Intern, Aachen Germany	Apr 2018 – Mar 2019
	<b>Alfa Laval</b> Summer Intern, Pune India	Jun 2013 – Jul 2013
	<b>Tata Steel</b> Summer Intern, Pune India	May 2012 – Jul 2012
<b>PROFESSIONAL</b>	<b>Lawrence Berkeley National Laboratory</b> Research Affiliate, Transportation Initiative (BEAM), Berkeley CA USA	Nov 2019 – Oct 2020
	<b>Dassault Systèmes Solutions Lab</b> CATIA Specialist, Pune India	Dec 2015 – Aug 2017
	<b>Autocad Telematics</b> Mechanical Design Engineer, Bengaluru India	Jul 2014 – Nov 2015
<b>PUBLICATIONS</b>	<b>K. Chhatre</b> , 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.	
* CO-FIRST AUTHOR	<b>K. Chhatre</b> , 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.	

<b>OTHER PUBLICATIONS &amp; PATENTS</b>	A.S. Penamakuri*, <b>K. Chhatre*</b> , and A. Jain, "Audiodpedia: Audio QA with Knowledge," <i>IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)</i> – <b>Oral</b> , 2025.	
	<b>K. Chhatre</b> , 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, <b>K. Chhatre</b> , 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.	
<b>* CO-FIRST AUTHOR</b>	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, <b>K. Chhatre</b> , 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.	
	<b>K. Chhatre</b> 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, <b>K. Chhatre</b> , 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> – <b>Best Paper Award</b> , 2025.	
	<b>K. Chhatre</b> , R. Guarese, A. Matvienko, 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.	
	<b>K. Chhatre</b> , 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> – <b>Special Mentions</b> , 2022.	
	A. Deichler*, <b>K. Chhatre*</b> , 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, <b>K. Chhatre</b> , 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.	
<b>INVITED TALKS &amp; PARTICIPATION</b>	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
<b>ACADEMIC AWARDS</b>	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
<b>ACADEMIC SERVICES</b>	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 – 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
<b>TEACHING</b>	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
<b>STUDENTS MENTORED</b>	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	
<b>SKILLS</b>	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]