

JIRAPHON YENPHRAPHAI (DOME)

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INTERESTS

I am interested in the intersection of computer vision and computer graphics. My past projects have focused on 3D reconstruction, aiming to achieve photorealism and enhance image controllability.

EDUCATION

New York University

MS in Computer Science, GPA 3.8/4.0

New York, USA

Sep 2021 – May 2023

Chulalongkorn University

BEng in Electrical Engineering, GPA 3.9/4.0

Bangkok, Thailand

Aug 2015 – Aug 2019

PUBLICATIONS

(* means equal contribution)

- **Image Sculpting: Precise Object Editing with 3D Geometry Control**
Jiraphon Yenphraphai, Xichen Pan, Sainan Liu, Daniele Panozzo, Saining Xie
CVPR, 2024 (Under Review)
- **NeX: Real-time View Synthesis with Neural Basis Expansion**
Suttisak Wizadwongsa*, Pakkapon Phongthawee*, Jiraphon Yenphraphai*, Supasorn Suwajanakorn
CVPR, 2021 (Oral – Best paper candidate)
- **NeX360: Real-time All-around View Synthesis with Neural Basis Expansion**
Pakkapon Phongthawee*, Suttisak Wizadwongsa*, Jiraphon Yenphraphai, Supasorn Suwajanakorn
TPAMI, 2022

EXPERIENCE

New York University—NYU [X] specializing in Deep learning, Computer Vision and Representation Learning

Research Scientist advised by Prof. Saining Xie

July 2023 – Present

- Image editing
 - Devised 3D geometry-controlled object editing via Single Image reconstruction and Stable Diffusion
 - Attained impressive results in image quality and controllability
- Text-to-3D
 - Enhanced personalized text-to-3D generative models for single images with DreamBooth and Stable Diffusion

New York University—Center for Cybersecurity and Dice Lab working on AI, machine learning, NLP, and robotics

Part-time Research Assistant advised by Prof. Nasir Memon

Jan 2022 – Sep 2022

- DeepFake detection
 - Built a workflow including data acquisition, cleaning, features engineering, and model training

VISTEC—The world-class research institute striving towards academic research and cutting-edge technology for society

Research Assistant advised by Prof. Supasorn Suwajanakorn

Aug 2019 – Sep 2021

- Neural rendering/View synthesis
 - Improved the 3D rendering from NeRF for a scene using deep learning techniques
 - Enhanced the applicability of the algorithm for web-scraping internet photos by optimizing GANs, ViT, and Sfm
 - Achieved 40% model compression via neural network pruning, mixed precision, and knowledge distillation
 - Simulated a light field camera rig by developing a C++ and Python application to capture multi-view images
- Amazon GO
 - Supervised interns to develop an Amazon Go-like system with face and object recognition
 - Enhanced website performance by optimizing system utilization using the Roofline model
- Computer Graphics
 - Refined real-time rendering on websites, VR, and holograms by developing a WebGL application

CERN—The world's largest intergovernmental particle physics laboratory

Summer Student Intern

June 2018 – Aug 2018

- Radio-frequency application
 - Built a backend using Flask, HTML, and JavaScript to monitor magnet for an accelerator in real time
 - Increased beam reliability by notifying the team about the problem with 90% greater efficiency

SKILLS

Programming: C/C++, Java, Python, R, HTML, SQL

ML frameworks: TensorFlow, PyTorch, JAX, OpenCV
Scikit-learn, Numpy, pandas, Diffusers

Cloud: Google Cloud, IBM Cloud, AWS

Tools: Travis CI, Docker, Kubernetes, REST API, Flask,
Nosetests, Behave, Selenium, SQLAlchemy, OpenMP