

DANIEL RITCHIE

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EDUCATION

Stanford University

PhD, Computer Science

Dissertation: *Probabilistic Programming for Procedural Modeling and Design*

Advisors: Pat Hanrahan, Noah Goodman

Conferred September 2016

Stanford University

MS, Computer Science

Conferred April 2013

University of California Berkeley

BA, Computer Science

Conferred May 2010

EMPLOYMENT

Eliot Horowitz Assistant Professor

Brown University Computer Science Department

Providence, RI

2021 – Present

Assistant Professor

Brown University Computer Science Department

Providence, RI

2017 – 2021

Postdoctoral Researcher

Stanford University Computer Science Department

Stanford, CA

2016 – 2017

Research Intern

Adobe Creative Technologies Lab

San Francisco, CA

Summer 2011

Graduate Research Assistant

Stanford University Computer Science Department

Stanford, CA

2010 – 2016

Technical Director Intern

Pixar Animation Studios

Emeryville, CA

Summer 2009

Software Intern

Hewlett-Packard

Roseville, CA

Summer 2008

REFEREED

PUBLICATIONS

All publications listed below follow the author order conventions for visual computing (e.g. graphics, vision, machine learning): the first author is the primary implementer (typically a PhD student), and the last author is typically the direct supervisor of the first author and the principal investigator on the project. Middle authors vary in role, with students and interns typically listed before faculty and senior research scientists.

Annotation scheme for publications started while employed at Brown University (July 2017 onwards):

- **Blue bold text**: PhD student at Brown.
- **Purple bold text**: undergraduate or masters student at Brown.
- **Green bold text**: external PhD student whom Daniel mentored.
- **Orange bold text**: external undergraduate or masters student whom Daniel mentored.

ShapeCoder: Discovering Abstractions for Visual Programs from Unstructured Primitives. [R. Kenny Jones](#), Paul Guerrero, Niloy Mitra, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2023*.

Neurosymbolic Models for Computer Graphics Daniel Ritchie, Paul Guerrero, [R. Kenny Jones](#), Niloy Mitra, Adriana Schulz, Karl D. D. Willis, Jiajun Wu *Eurographics 2023 State-of-the-Art Report*.

CLIP-Sculptor: Zero-Shot Generation of High-Fidelity and Diverse Shapes from Natural Language Aditya Sanghi, [Rao Fu](#), Vivian Liu, Karl D.D. Willis, Hooman Shayani, Amir Hosein Khasahmadi, Srinath Sridhar, Daniel Ritchie *CVPR 2023*.

Unsupervised 3D Shape Reconstruction by Part Retrieval and Assembly. [Xianghao Xu](#), Paul Guerrero, Matthew Fisher, Siddhartha Chaudhuri, Daniel Ritchie. *CVPR 2023*.

ShapeCrafter: A Recursive Text-Conditioned 3D Shape Generation Model [Rao Fu](#), [Xiao Zhan](#), [Yiwen Chen](#), Daniel Ritchie, Srinath Sridhar *NeurIPS 2022*.

SHRED: 3D Shape Region Decomposition with Learned Local Operations. [R. Kenny Jones](#), [Aalia Habib](#), Daniel Ritchie. *SIGGRAPH Asia 2022*.

The Shape Part Slot Machine: Contact-based Reasoning for Generating 3D Shapes from Parts. [Kai Wang](#), Srinath Sridhar, Paul Guerrero, Vladimir Kim, Siddhartha Chaudhuri, Minhyuk Sung, Daniel Ritchie. *ECCV 2022*.

Unsupervised Kinematic Motion Detection for Part-segmented 3D Shape Collections. [Xianghao Xu](#), [Yifan Ruan](#), Srinath Sridhar, Daniel Ritchie. *SIGGRAPH 2022*.

The Neurally-Guided Shape Parser: Grammar-based Labeling of 3D Shape Regions with Approximate Inference. [R. Kenny Jones](#), [Aalia Habib](#), Rana Hanocka, Daniel Ritchie. *CVPR 2022*.

PLAD: Learning to Infer Shape Programs with Pseudo-Labels and Approximate Distributions. [R. Kenny Jones](#), [Homer Walke](#), Daniel Ritchie. *CVPR 2022*.

Learning to Infer Kinematic Hierarchies for Novel Object Instances. [Hameed Abdul-Rashid](#), [Miles Freeman](#), [Ben Abbatematteo](#), George Konidakis, Daniel Ritchie. *ICRA 2022*.

Roominoes: Generating Novel 3D Floor Plans From Existing 3D Rooms. [Kai Wang](#), [Xianghao Xu](#), [Leon Lei](#), [Natalie Lindsay](#), [Selena Ling](#), Angel X. Chang, Manolis Savva, Daniel Ritchie. *Symposium on Geometry Processing (SGP) 2021*.

ShapeMOD: Macro Operation Discovery for 3D Shape Programs. [R. Kenny Jones](#), [David Charatan](#), Paul Guerrero, Niloy Mitra, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2021*.

Inferring CAD Modeling Sequences using Zone Graphs. [Xianghao Xu](#), [Wenzhe Peng](#), Chin-Yi Cheng, Karl D. D. Willis, Daniel Ritchie. *IEEE Conference on*

Computer Vision and Pattern Recognition (CVPR) 2021.

Motion Annotation Programs: A Scalable Approach to Annotating Kinematic Articulations in Large 3D Shape Collections. [Xianghao Xu](#), [David Charatan](#), [Sonia Raychaudhuri](#), [Hanxiao Jiang](#), [Mae Heitmann](#), Vladimir Kim, Siddhartha Chaudhuri, Manolis Savva, Angel X. Chang, Daniel Ritchie. *International Conference on 3D Vision (3DV) 2020.*

Shape from Tracing: Towards Reconstructing 3D Object Geometry and SVBRDF Material from Images via Differentiable Path Tracing. [Purvi Goel](#), [Loudon Cohen](#), [James Guesman](#), [Vikas Thamizharasan](#), James Tompkin, Daniel Ritchie. *International Conference on 3D Vision (3DV) 2020.*

ShapeAssembly: Learning to Generate Programs for 3D Shape Structure Synthesis. [R. Kenny Jones](#), [Theresa Barton](#), [Xianghao Xu](#), [Kai Wang](#), [Ellen Jiang](#), Paul Guerrero, Niloy Mitra, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia) 2020.*

GANHopper: Multi-Hop GAN for Unsupervised Image-to-Image Translation. [Wallace Lira](#), [Johannes Merz](#), Daniel Ritchie, Daniel Cohen-Or, Hao Zhang. *European Conference on Computer Vision (ECCV) 2020.*

Learning Generative Models of 3D Structures. Siddhartha Chaudhuri, Daniel Ritchie, Jiajun Wu, Kai Xu, Hao Zhang. *Eurographics 2020 State-of-the-Art Report.*

Learning Style Compatibility Between Objects in a Real-World 3D Asset Database. [Yifan Liu](#), [Ruolan Tang](#), Daniel Ritchie. *Pacific Graphics 2019.*

PlanIT: Planning and Instantiating Indoor Scenes with Relation Graph and Spatial Prior Networks. [Kai Wang](#), [Yu-an Lin](#), [Ben Weissmann](#), Manolis Savva, Angel X. Chang, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2019.*

Fast and Flexible Indoor Scene Synthesis via Deep Convolutional Generative Models. Daniel Ritchie, [Kai Wang](#), [Yu-an Lin](#). *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2019.*

Learning to Describe Scenes with Programs. [Yunchao Liu](#), Zheng Wu, Daniel Ritchie, William T. Freeman, Joshua B. Tenenbaum, Jiajun Wu. *International Conference on Learning Representations (ICLR) 2019.*

Learning to Infer Graphics Programs from Hand-Drawn Images. [Kevin Ellis](#), Daniel Ritchie, Armando Solar-Lezama, Joshua B. Tenenbaum. *Conference on Neural Information Processing Systems (NeurIPS) 2018.* SPOTLIGHT PRESENTATION.

Improving Shape Deformation in Unsupervised Image-to-Image Translation [Aaron Gokaslan](#), [Vivek Ramanujan](#), Daniel Ritchie, Kwang In Kim, James Tompkin. *European Conference on Computer Vision (ECCV) 2018.*

Deep Convolutional Priors for Indoor Scene Synthesis [Kai Wang](#), Manolis Savva, Angel X. Chang, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2018.*

ScanComplete: Large-Scale Scene Completion and Semantic Segmentation for 3D Scans Angela Dai, Daniel Ritchie, Martin Bokeloh, Scott Reed, Jürgen Sturm, Matthias Nießner. *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2018*.

Example-based Authoring of Procedural Modeling Programs with Structural and Continuous Variability Daniel Ritchie, Sarah Jobalia, Anna Thomas *Proceedings of Eurographics 2018*.

An Improved Training Procedure for Neural Autoregressive Data Completion. Maxime Voisin, Daniel Ritchie. *NIPS 2017 Bayesian Deep Learning Workshop*.

Neurally-Guided Procedural Models: Amortized Inference for Procedural Graphics Programs using Neural Networks. Daniel Ritchie, Anna Thomas, Pat Hanrahan, Noah D. Goodman. *Conference on Neural Information Processing Systems (NIPS) 2016*.

C3: Lightweight Incrementalized MCMC for Probabilistic Programs using Continuations and Callsite Caching. Daniel Ritchie, Andreas Stuhlmüller, Noah D. Goodman. *International Conference on Artificial Intelligence and Statistics (AISTATS) 2016*.

Controlling Procedural Modeling Programs with Stochastically-Ordered Sequential Monte Carlo. Daniel Ritchie, Ben Mildenhall, Noah D. Goodman, and Pat Hanrahan. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2015*.

Generating Design Suggestions under Tight Constraints with Gradient-based Probabilistic Programming. Daniel Ritchie, Sharon Lin, Noah D. Goodman, and Pat Hanrahan. *Proceedings of Eurographics 2015*. BEST PAPER HONORABLE MENTION.

Quicksand: A Lightweight Embedding of Probabilistic Programming for Procedural Modeling and Design. Daniel Ritchie. *The 3rd NIPS Workshop on Probabilistic Programming, 2014*.

First-class Runtime Generation of High-performance Types using Exotypes. Zach Devito, Daniel Ritchie, Matthew Fisher, Alex Aiken, and Pat Hanrahan. *Programming Language Design and Implementation (PLDI) 2014*.

Probabilistic Color-by-Numbers: Suggesting Pattern Colorizations Using Factor Graphs. Sharon Lin, Daniel Ritchie, Matthew Fisher, and Pat Hanrahan. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2013*.

Example-based Synthesis of 3D Object Arrangements. Matthew Fisher, Daniel Ritchie, Manolis Savva, Thomas Funkhouser, and Pat Hanrahan. *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia) 2012*.

d.tour: Style-based Exploration of Design Example Galleries. Daniel Ritchie, Ankita Arvind Kejriwal, and Scott R. Klemmer. *ACM Symposium on User Interface Software and Technology (UIST) 2011*.

Dynamic Local Remeshing for Elastoplastic Simulation. Martin Wicke, Daniel Ritchie, Bryan M. Klingner, Sebastian Burke, Jonathan R. Shewchuk, and James F. O'Brien. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2010*.

Interactive Simulation of Surgical Needle Insertion and Steering. Nuttapong Chentanez, Ron Alterovitz, Daniel Ritchie, Lita Cho, Kris K. Hauser, Ken Goldberg, Jonathan R. Shewchuk, and James F. O'Brien. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2009.*

**TECHNICAL
REPORTS**

Learning Body-Aware 3D Shape Generative Models. Bryce Blinn, Alexander Ding, R. Kenny Jones, Manolis Savva, Srinath Sridhar, Daniel Ritchie. *arXiv:2112.07022, 2021.*

Deep Amortized Inference for Probabilistic Programs. Daniel Ritchie, Paul Horsfall, Noah D. Goodman. *arXiv:1610.05735, 2016.*

**INVITED
TALKS**

Learning to Represent Shapes as Programs
Symposium on Geometry Processing, *Summer School* July 2022

Programs as Representations for Inferring and Generating 3D Structures
Cornell University, *Graphics/Vision Seminar* March 2022

Conversations with Research Pioneers: Daniel Ritchie
Unity Technologies, *Conversations with Research Pioneers* December 2021

AI-assisted 3D Content Creation: Successes, Challenges, & Opportunities
Roblox, *Research Colloquium* December 2021

Learning to Infer and Generate Programs for 3D Shapes and Scenes
ICCV, *Holistic Structures for 3D Vision Workshop* October 2021
ICCV, *Structural and Compositional Learning on 3D Data Workshop* October 2021

Neurosymbolic Generative Models for Structured 3D Content
3DGV, *3D Geometry and Vision Seminar* February 2021

Learning Neurosymbolic 3D Models
PROBPROG, *International Conference on Probabilistic Programming* March 2020

Everything You Need to Know About Deep Fakes
Full Stack at Brown, *Hack@Home* October 2020

Neurosymbolic 3D Models: Learning to Generate 3D Shape Programs
GAMES, *Graphics and Mixed Environment Seminar* August 2020

Toward Synthesizing Training Data for 3D Scene Understanding
CVPR, *3D Scene Understanding Workshop* June 2020

From Neural to Neurosymbolic 3D Modeling
CVPR, *Neurosymbolic Visual Learning & Program Induction Workshop* June 2020

Neurosymbolic 3D Models
MIT, *Vision Seminar* March 2020

Learning to Generate 3D Structures
Brown Department of Biostatistics, *Deep Learning Seminar* February 2020

Deep Learning for Graph(ic)s Simon Fraser University, <i>Visual Computing Group</i>	December 2019
Learning to Generate Visual Structures Carney Institute for Brain Science, <i>Lunch Seminar</i>	October 2019
Indoor Scene Synthesis: Past, Present, and Future Shenzhen University, <i>Visual Computing Summer School</i>	July 2019
Probabilistic Programming Brown ICERM, <i>Computer Vision Semester Program</i>	February 2019
Virtual Indoor Scene Synthesis: Past, Present, and Future MIT, <i>Graphics Lunch</i>	December 2018
Toward Style-Aware Generative Models of Virtual Indoor Scenes Wayfair LLC, <i>Computer Vision / Data Science Team</i>	December 2018
Visual Program Induction Brown Applied Math, <i>Pattern Theory Seminar</i>	November 2018
Probabilistic Programming for Computer Graphics MIT, <i>PROBPROG 2018</i>	October 2018
Learning Procedural Modeling Programs from Examples MIT, <i>New England Symposium on Graphics</i>	April 2018
Microsoft Research Cambridge, <i>New England Machine Learning Day</i>	May 2018
Learning from Large-Scale Synthetic 3D Scene Data Brown University Data Science Initiative, <i>Datathon</i>	March 2018
Inferring Graphics Programs University of Washington, <i>ML+PL Workshop</i>	February 2018
Learning and Inferring Graphics Programs MIT, <i>Vision Seminar</i>	September 2017
Creative AI for Computer Graphics (It's More Than Just Style Transfer) Google Brain, <i>Magenta Group</i>	January 2017
Probabilistic Programming for Procedural Modeling and Design Adobe Systems, <i>Creative Technologies Lab</i>	March 2016
Brown University, <i>Computer Science Department</i>	February 2016
Harvey Mudd College, <i>Computer Science Department</i>	February 2016
Yale University, <i>Computer Science Department</i>	February 2016

PANELIST Advances in Software for Approximate Bayesian Inference. *NIPS 2016 Workshop on Advances in Approximate Bayesian Inference.*

TUTORIALS & WORKSHOPS **3D Vision and Modeling Challenges in eCommerce** October 2023
 Angel Chang, Jasmine Collins, Huan Fu, Francesca Gil-Ureta, Erhan Gundogdu, Yiming Qian, Daniel Ritchie, Javier Romero, Jian Wang, Fenggen Yu, Xu Zhang
 ICCV 2023 Workshop

Learning to Generate 3D Shapes and Scenes October 2022
Kai Wang, Akshay Gadi Patil, Angel X. Chang, Paul Guerrero, Daniel Ritchie, Manolis Savva
ECCV 2022 Workshop

Machine Learning in Computational Design September 2022
Andrew Spielberg, Caitlin Mueller, Lydian Chilton, Rafael Gomez-Bombarelli, Vladimir Kim, Daniel Ritchie
ICML 2022 Workshop

Learning to Generate 3D Shapes and Scenes June 2021
Manyi Li, Zhenpei Yang, Angel X. Chang, Siddhartha Chaudhuri, Daniel Ritchie, Manolis Savva
CVPR 2021 Workshop

Synthetic 3D Scene Datasets: Needs & Opportunities August 2020
Daniel Ritchie, Angel Chang, Manolis Savva
SIGGRAPH 2020 Birds of a Feather

Learning 3D Generative Models June 2020
Daniel Ritchie, Florian Golemo, Angel Chang, Siddhartha Chaudhuri, Aaron Courville, Qixing Huang, Derek Nowrouzezahrai, Pedro O. Pinheiro, Sai Rajeswar, Manolis Savva, David Vasquez, Kai Xu, Hao Zhang
CVPR 2020 Workshop

3D Scene Generation June 2019
Angel Chang, Qixing Huang, Daniel Ritchie, Manolis Savva
CVPR 2019 Workshop

Learning Generative Models of 3D Structures May 2019
Siddhartha Chaudhuri, Daniel Ritchie, Kai Xu, Hao Zhang
Eurographics 2019 Tutorial

TEACHING	Instructor	Fall 2021 – 2022
	Brown CSCI 1230: Introduction to Computer Graphics	
	Instructor	Fall 2018 – 2020
	Brown CSCI 1470/2470: Deep Learning	
	Instructor	Spring 2018 – 2023
	Brown CSCI 2240: Interactive Computer Graphics	
	Instructor	Fall 2017
	Brown CSCI 2951-W: Creative Artificial Intelligence for Computer Graphics	
	Instructor	Summer 2016
	DARPA Probabilistic Programming for Advanced Machine Learning Summer School	
	Course Assistant	Spring 2014
	Stanford CS 348b: Image Synthesis Techniques	
	Course Assistant	Fall 2011
	Stanford CS 148: Introduction to Computer Graphics and Imaging	

Graduate Student Instructor Fall 2009, Spring 2010
UC Berkeley CS 184: Foundations of Computer Graphics

Student Facilitator Spring 2009 – Spring 2010
UC Berkeley Undergraduate Graphics Group

Tutor Fall 2008
UC Berkeley Self-Paced Center

**RESEARCH
MENTORING**

Current Students

Russell (Kenny) Jones Brown CS PhD

Xianghao Xu Brown CS PhD

Aditya Ganeshan Brown CS PhD

Arman Maesumi Brown CS PhD

Maxim Gumin Brown CS PhD

Yuanbo Li Brown CS ScM (expected 2024)

Renhao (Norman) Zhang Brown CS ScM (expected 2024)

Yifan Ruan Brown CS Undergrad (expected 2023)

David Han Brown CS Undergrad (expected 2023)

Alex Ding Brown CS Undergrad (expected 2024)

Anh Truong Brown CS Undergrad (expected 2024)

Jay Sarva Brown CS Undergrad (expected 2024)

Krishi Saripalli Brown CS Undergrad (expected 2024)

Neil Xu Brown CS Undergrad (expected 2024)

Do Heon (Bryan) Han Brown CS Undergrad (expected 2024)

Stewart Morris Brown CS Undergrad (expected 2025)

Alex Wang Brown CS Undergrad (expected 2024)

Luca Fonstad Brown CS Undergrad (expected 2023)

Alumni

Kai Wang Brown CS PhD 2023
Next position: Postdoc, Amazon

Xiao (Sean) Zhan <i>Next position: PhD Student, MIT</i>	Brown CS Undergrad 2023
Paul Biberstein <i>Next position: PhD Student, UPenn</i>	Brown CS Undergrad 2023
Adrian Chang <i>Next position: Vision Systems, Inc.</i>	Brown CS Undergrad 2023
Alana White <i>Next position: Netflix</i>	Brown CS Undergrad 2023
Adam Wang <i>Next position: Five Rings</i>	Brown CS Undergrad 2023
Bryce Blinn <i>Next position: PhD Student, USC</i>	Brown CS Undergrad + ScM 2022
Yuchen Zhou <i>Next position: Amazon</i>	Brown CS ScM 2022
Zhouqi Gong <i>Next position: Amazon</i>	Brown CS ScM 2022
Joshua Pierce <i>Next position:</i>	Brown CS ScM 2022
Caleb Trotz <i>Next position: Goldman Sachs</i>	Brown CS Undergrad 2022
Aalia Habib <i>Next position: Adobe</i>	Brown CS Undergrad 2022
Vikas Thamizharasan <i>Next position: R&D Engineer, Activision</i>	Brown CS ScM 2022
Xiangyu Li <i>Next position:</i>	Brown CS ScM 2021
Selena Ling <i>Next position: PhD Student, University of Toronto</i>	Brown CS ScM 2021
David Charatan <i>Next position: Common Sense Machines</i>	Brown CS Undergrad 2021
Andrew Peterson <i>Next position: Disney Animation</i>	Brown CS Undergrad + ScM 2021
Maggie Wu <i>Next position: Microsoft</i>	Brown CS Undergrad 2021
Homer Walke <i>Next position: PhD Student, UC Berkeley</i>	Brown CS Undergrad 2021

Theresa Barton <i>Next position: The New York Times</i>	Brown CS ScM 2021
Naveen Srinivasan <i>Next position: Amazon Lab126</i>	Brown CS Undergrad 2020
Brian Oppenheim <i>Next position: Google</i>	Brown CS Undergrad 2020
Brad Guesman <i>Next position: NVIDIA</i>	Brown CS Undergrad 2020
Miles Freeman <i>Next position: Winnie</i>	Brown CS Undergrad 2020
Siqi Wang <i>Next position: PhD Student, Boston University</i>	Brown CS ScM 2020
Loudon Cohen <i>Next position: NVIDIA</i>	Brown CS Undergrad + ScM 2020
Purvi Goel <i>Next position: PhD Student, Stanford University</i>	Brown CS Undergrad + ScM 2020
Natalie Lindsay <i>Next position: Apple</i>	Brown CS Undergrad + ScM 2020
Leon Lei <i>Next position: Amazon</i>	Brown CS Undergrad + ScM 2020
Ellen Jiang <i>Next position: Google Brain</i>	Brown CS Undergrad 2020
Ruolan Tang <i>Next position: Two Sigma</i>	Brown CS ScM 2019
Ben Weissmann <i>Next position: Down Dog</i>	Brown CS Undergrad 2019
Mae Heitmann <i>Next position: AirBnB</i>	Brown CS Undergrad 2019
Montana Fowler <i>Next position: PhD Student, UC Santa Cruz</i>	Brown CS Undergrad 2019
Yu-An (Andy) Lin <i>Next position: Microsoft</i>	Brown ECE ScM 2018
Yifan Liu <i>Next position: Google</i>	Brown CS ScM 2018
Shreya Shankar <i>Next position: Machine Learning Engineer, Viaduct</i>	Stanford CS Undergrad 2019

Maxime Voisin	Stanford MS&E MS 2018
<i>Next position: Research Assistant, Stanford University</i>	
Anna Thomas	Stanford CS Undergrad 2018
<i>Next position: Masters Student, University of Cambridge (Churchill Scholar)</i>	
Sarah Jobalia	Stanford CS MS 2018
<i>Next position: Microsoft</i>	
Ben Mildenhall	Stanford CS Undergrad 2015
<i>Next position: PhD Student, UC Berkeley</i>	

Visitors

Rio Aguina-Kang	Visiting Undergraduate Researcher Summer 2023
<i>Home institution: UCSD</i>	
Imani Finkley	Visiting Undergraduate Researcher Summer 2022
<i>Home institution: Cornell University</i>	
Hameed Abdul-Rashid	Visiting Undergraduate Researcher Summer 2019
<i>Home institution: University of Southern Mississippi</i>	

External Thesis Committees

Wenzhe Peng	2022
<i>MIT Department of Architecture</i>	

FUNDING

Adobe Inc.	2020 – 2022
Unrestricted Gifts	
Sole PI. \$99,000	
NSF REU Site #2150184	2021
Artificial Intelligence for Computational Creativity	
Sole PI. \$313,000	
Google exploreCSR	2020
Unrestricted Gift	
Co-PIs: James Tompkin, Jeff Huang, Amy Greenwald. \$18,000	
Autodesk Inc.	2020 – 2021
Unrestricted Gifts	
Sole PI. \$60,000	
NSF CCRI Planning #2016532	2020
A Community-Standard, Large-Scale Synthetic 3D Scene Dataset for Scene Analysis and Synthesis	
Sole PI. \$50,000	
NSF CAREER #1941808	2020
Learning Neurosymbolic 3D Models	
Sole PI. \$549,999	

NSF CHS Small #1907547	2019
Learning to Automatically Design Interior Spaces	
Sole PI. \$498,333	
DARPA GAILA HR00111990064	2019
Cognitively-Motivated Word Learning in Embodied Virtual Agents	
Co-PIs: Ellie Pavlick, Roman Fieman, Stefanie Tellex, Carsten Eickhoff. \$954,509	
Brown University OVRP Research Seed Fund Award	2019
Building a Large Dataset of Articulated 3D Object Models	
Sole PI. \$42,500	
NSF CRII #1753684	2018
Learning Procedural Modeling Programs for Computer Graphics from Examples	
Sole PI. \$175,000	

AWARDS & HONORS	Eliot Horowitz Assistant Professorship	2021
	NSF CAREER Award	2020
	Eurographics Best Paper Honorable Mention	2015
	Stanford Graduate Fellowship	2010
	UC Berkeley EECS Departmental Citation	2010
	UC Berkeley Computer Science Highest Achievement Award	2010
	CRA Outstanding Undergraduate Researcher Honorable Mention	2010
	UC Berkeley Edward Frank Kraft Scholarship	2007

PROFESSIONAL SERVICE Program Committee Member / Area Chair

SIGGRAPH: 2021, 2022
 SIGGRAPH Asia: 2018, 2019, 2023
 SIGGRAPH Asia Courses: 2020
 NeurIPS: 2019
 ICLR: 2021, 2023
 Eurographics: 2020 – 2023

Conflict of Interest Coordinator
 SIGGRAPH Asia: 2020

Conference Proceedings Reviewer
 SIGGRAPH: 2016 – 2022
 SIGGRAPH Asia: 2016 – 2022
 CVPR: 2019 – 2022
 UIST: 2016
 NeurIPS: 2016, 2018, 2019
 Eurographics: 2017 – 2019
 Graphics Interface: 2019
 ICCV: 2019, 2021
 ECCV: 2020
 ICML: 2018
 ICLR: 2018

Journal Editor
 Computer Graphics Forum (Associate Editor): 2021 – 2024

Journal Reviewer

ACM TOG: 2019, 2022

TVCG: 2016, 2019, 2021

Computer Graphics Forum: 2017, 2020, 2022

Pattern Recognition: 2019

Computer Aided Design: 2016

Transactions on Games: 2020

IEEE TPAMI: 2022

Grant Reviewer

NSF Proposal Reviewer: 2018, 2020, 2021

DEPARTMENT SERVICE	PhD Admissions Committee Member	2017 – 2023
	Diversity & Inclusion Committee Chair	2021 – 2023
PATENTS	Methods and Apparatus for Comic Creation (US 20130073952 A1)	
FILM CREDITS	Day & Night	2010
	Pixar Animation Studios	
	<i>Shading Technical Director</i>	