

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

Assistant Professor

Brown University Computer Science Department

Providence, RI

2017 – Present

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

Learning to Infer Graphics Programs from Hand-Drawn Images. Kevin Ellis, Daniel Ritchie, Armando Solar-Lezama, Joshua B. Tenenbaum. *NeurIPS 2018*. SPOTLIGHT PRESENTATION.

Improving Shape Deformation in Unsupervised Image-to-Image Translation Aaron Gokaslan, Vivek Ramanujan, Daniel Ritchie, Kwang In Kim, James Tompkin. *ECCV 2018*.

Deep Convolutional Priors for Indoor Scene Synthesis Kai Wang, Manolis Savva, Angel X. Chang, Daniel Ritchie. *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. *CVPR 2018*.

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

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. *NIPS 2016.*

C3: Lightweight Incrementalized MCMC for Probabilistic Programs using Continuations and Callsite Caching. Daniel Ritchie, Andreas Stuhlmüller, Noah D. Goodman. *AISTATS 2016.*

Controlling Procedural Modeling Programs with Stochastically-Ordered Sequential Monte Carlo. Daniel Ritchie, Ben Mildenhall, Noah D. Goodman, and Pat Hanrahan. *SIGGRAPH 2015.*

Generating Design Suggestions under Tight Constraints with Gradient-based Probabilistic Programming. Daniel Ritchie, Sharon Lin, Noah D. Goodman, and Pat Hanrahan. *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. *PLDI 2014.*

Probabilistic Color-by-Numbers: Suggesting Pattern Colorizations Using Factor Graphs. Sharon Lin, Daniel Ritchie, Matthew Fisher, and Pat Hanrahan. *SIGGRAPH 2013.*

Example-based Synthesis of 3D Object Arrangements. Matthew Fisher, Daniel Ritchie, Manolis Savva, Thomas Funkhouser, and Pat Hanrahan. *SIGGRAPH Asia 2012.*

d.tour: Style-based Exploration of Design Example Galleries. Daniel Ritchie, Ankita Arvind Kejriwal, and Scott R. Klemmer. *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. *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. *SIGGRAPH 2009.*

TECHNICAL REPORTS

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

INVITED TALKS

Toward Style-Aware Generative Models of Virtual Indoor Scenes
Wayfair LLC, *Computer Vision / Data Science Team* 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. <i>NIPS 2016 Workshop on Advances in Approximate Bayesian Inference.</i>	
TEACHING	Instructor Brown CSCI 1470/2470: Deep Learning	Fall 2018
	Instructor Brown CSCI 2240: Interactive Computer Graphics	Spring 2018
	Instructor Brown CSCI 2951-W: Creative Artificial Intelligence for Computer Graphics	Fall 2017
	Instructor DARPA Probabilistic Programming for Advanced Machine Learning Summer School	Summer 2016
	Course Assistant Stanford CS 348b: Image Synthesis Techniques	Spring 2014
	Course Assistant Stanford CS 148: Introduction to Computer Graphics and Imaging	Fall 2011
	Graduate Student Instructor UC Berkeley CS 184: Foundations of Computer Graphics	Fall 2009, Spring 2010

	Student Facilitator UC Berkeley Undergraduate Graphics Group	Spring 2009 – Spring 2010
	Tutor UC Berkeley Self-Paced Center	Fall 2008
ADVISING & MENTORING	Theresa Barton Kai Wang Yu-An (Andy) Lin Zejiang Shen Yifan Liu Ruolan Tang Ben Weissmann Mae Heitmann Montana Fowler Nathan Umbanhowar Daniel Murphy Shreya Shankar Maxime Voisin <i>Next position: Research Assistant, Stanford University</i> Anna Thomas <i>Next position: Masters Student, University of Cambridge (Churchill Scholar)</i> Sarah Jobalia <i>Next position: Microsoft</i> Ben Mildenhall <i>Next position: PhD Student, UC Berkeley</i>	Brown CS PhD (current) Brown CS PhD (current) Brown ECE M.S. (expected 2018) Brown DSI M.S. (expected 2019) Brown CS M.Sc. (expected 2019) Brown CS M.Sc. (expected 2019) Brown CS B.Sc. (expected 2019) Brown CS B.Sc. (expected 2019) Brown CS B.Sc. (expected 2019) Brown Math+CS B.Sc. (expected 2019) Brown Applied Math+CS B.Sc. (expected 2019) Stanford CS BS (expected 2019) Stanford MS&E MS 2018 Stanford CS BS 2018 Stanford CS MS 2018 Stanford CS BS 2015
FUNDING	NSF CRII #1753684 Learning Procedural Modeling Programs for Computer Graphics from Examples	2018
AWARDS & HONORS	Eurographics Best Paper Honorable Mention Stanford Graduate Fellowship UC Berkeley EECS Departmental Citation UC Berkeley Computer Science Highest Achievement Award CRA Outstanding Undergraduate Researcher Honorable Mention UC Berkeley Edward Frank Kraft Scholarship	2015 2010 2010 2010 2010 2007
SERVICE		

Program Committee Member

SIGGRAPH Asia: 2018

Conference Proceedings Reviewer

SIGGRAPH: 2016, 2017, 2018

SIGGRAPH Asia: 2016, 2017

UIST: 2016

NIPS: 2016, 2018

Eurographics: 2017, 2018, 2019

ICML: 2018

ICLR: 2018

Journal Reviewer

Computer Aided Design: 2016

IEEE TVCG: 2016

Computer Graphics Forum: 2017

Grant Reviewer

NSF Proposal Reviewer: 2018

PATENTS

Methods and Apparatus for Comic Creation (US 20130073952 A1)