GAURAV CHAURASIA

OCULUS, ZURICH, SWITZERLAND

RESEARCH INTERESTS

Computer vision and machine learning for VR and related applications.

3D reconstruction and fitting to RGB-D data.

Neural networks for 2D/3D synthesis.

Hardware acceleration - compilers, GPGPU, ARM-optimisation.

EXPERIENCE

2018-till date Oculus Zurich, Switzerland

Computer Vision

2015-2017 DISNEY RESEARCH ZURICH Zurich, Switzerland

Associate Research Scientist (computer vision)

2014-2015 Massachusetts Institute of Technology Cambridge MA, USA

Postdoctoral Associate (Adviser: Prof. Frédo Durand)

EDUCATION

2010-2014 INRIA Sophia Antipolis, France

Ph.D in Computer Science (Adviser: Dr. George Drettakis)

Algorithms and perceptual analysis for interactive free viewpoint image-based navigation

2009-2010 ENSIMAG Grenoble, France

M.Sc in Computer Science

2005-2009 Indian Institute of Technology Delhi New Delhi, India

B.Tech in Computer Science (Adviser: Prof. Subodh Kumar)

Real time traffic simulation

VISITING POSITIONS

Aug 2013 MASSACHUSETTS INSTITUTE OF TECHNOLOGY Cambridge MA, USA

Visiting student (Adviser: Prof. Frédo Durand)
Parallel execution of non-parallel recursive filters.

Aug 2012 University of California Berkeley Berkeley CA, USA

Visiting student (Adviser: Prof. Ravi Ramamoorthi)

Procedural noise functions for synthesizing non-Gaussian textures.

Feb-Jun 2010 INRIA Sophia Antipolis, France

Research intern (Adviser: Dr. George Drettakis) Image-based rendering for urban scenes.

Summer 2008 NVIDIA Bangalore, India

Intern (Embedded graphics group)

OpenGL-ES extensions for GPU driver for embedded systems, OpenGL-ES 2.0 conformance test suite bugs.

Summer 2007 DUBLIN CITY UNIVERSITY

Dublin, Ireland

Research intern (Adviser: Dr. Derek Molloy)

Memory exercises as 3D games and user studies to test effect of 3D user interfaces on human

recall.

PUBLICATIONS

2018 RNN-based generative model for fine-grained sketching

A. Jenal, N. Savinov, T. Sattler, G. Chaurasia under preparation

2017 Editable parametric dense foliage from 3D capture

G. Chaurasia, P. Beardsley

IEEE International Conference on Computer Vision (ICCV) [www] [DOI]

2016 Deep joint demosaicking and denoising

M. Gharbi, G. Chaurasia, S. Paris, F. Durand ACM Transactions on Graphics (SIGGRAPH Asia) [www] [DOI]

Underwater 3D capture using a low-cost commercial depth camera

ST Digumarti, G. Chaurasia, A. Taneja, A. Thomas, R. Siegwart, P. Beardsley *IEEE Winter Conference on Applications of Computer Vision (WACV)* [www] [DOI]

2015 Transform recipes for efficient cloud photo enhancement

M. Gharbi, Y. Shih, G. Chaurasia, J. Ragan-Kelley, S. Paris, F. Durand ACM Transactions on Graphics (SIGGRAPH Asia) [www] [DOI]

Multi view intrinsic decomposition and relighting

S. Duchene, C. Riant, G. Chaurasia, J. Lopez-Moreno, PY Laffont, S. Popov, A. Bousseau, G. Drettakis

ACM Transactions on Graphics (presented at SIGGRAPH) [www] [DOI]

Compiling high performance recursive filters

G. Chaurasia, J. Ragan-Kelley, S. Paris, G. Drettakis, F. Durand *High Performance Graphics* [www] [DOI]

Is it possible to use highly realistic virtual reality in the elderly? A feasibility study with image-based rendering

M. Benoit, R. Guerchouche, PD Petit, E. Chapoulie, V. Manera, G. Chaurasia, G. Drettakis, P. Robert

Journal of Neuropsychiatric Disease and Treatment [www] [DOI]

2014 Reminiscence therapy using image-based rendering in VR

E. Chapoulie, R. Guerchouche, PD Petit, G. Chaurasia, P. Robert, G. Drettakis *IEEE Virtual Reality* [www] [DOI]

2013 Depth synthesis and local warps for plausible image-based navigation

G. Chaurasia, S. Duchene, O. Sorkine-Hornung, G. Drettakis *ACM Transactions on Graphics (presented at SIGGRAPH)* [www] [DOI]

Perception of perspective distortions in image-based rendering

P. Vangorp, C. Richardt, EA Cooper, G. Chaurasia, MS Banks, G. Drettakis ACM Transactions on Graphics (SIGGRAPH) [www] [DOI]

Silhouette-aware warping for image-based rendering

G. Chaurasia, O. Sorkine, G. Drettakis

Computer Graphics Forum (EGSR) [www] [DOI]

Perception of visual artifacts in image-based rendering of facades

P. Vangorp, G. Chaurasia, PY Laffont, R. Fleming, G. Drettakis Computer Graphics Forum (EGSR) [www] [DOI]

A multimode immersive conceptual design system for architectural modeling and lighting

M. Cabral, P. Vangorp, G. Chaurasia, E. Chapoulie, M. Hachet, G. Drettakis *IEEE Symposium on 3D User Interfaces (IEEE 3DUI)* [www] [DOI]

Virtual chaotic traffic simulation

G. Chaurasia, BR Selvamani, N. Gupta, S. Kumar *Indian Conference on Computer Vision, Graphics and Image Processing (ICVGIP)* [www] [DOI]

SUPERVISED THESES

Spring 2017 RNN-based generative model for learning and synthesis of tree skeletons

Andrin Jenal

Master's thesis, ETH Zurich

TEACHING

PROFESSIONAL ACTIVITIES

 Conference
 CVPR
 2018

 reviews
 ACCV
 2018

 SIGGRAPH
 2012, 2016

 SIGGRAPH Asia
 2013, 2016, 2017, 2018

 Eurographics
 2012, 2016

 Pacific Graphics
 2014, 2015, 2016

 High Performance Graphics
 2016

SCHOLARSHIPS AND AWARDS

Aug 2010 PhD fellowship (Allocation de Recherche) by the French ministry for PhD studies.

Virtual Reality Science and Technology (VRST)......2016

- Aug 2009 Scholarship of Excellence (*Bourse d'Excellence*) by ENSIMAG for Master's studies.

 May 2007 Scholarship for 12 week research internship 'ODCSSS-07' in Dublin by Science Foundation of Ireland.
- Jun 2005 All India Rank 54 in IIT-JEE 2005 (entrance examination for Indian Institutes of Technology) amongst nearly 300,000 aspirants.

TECHNICAL SKILLS

C++, Matlab, Python, OpenGL, GLSL, CUDA, OpenCV, LaTeX, Git, SVN, Bash, Vim, Java, Visual Studio

REFERENCES Available on request