
Yanir Kleiman

Mobile: **+44 73 053 14271**

Website: www.yanirk.com

Email Address: yanirk@gmail.com

I am an experienced computer graphics researcher and developer.

I am currently a research engineer at Meta AI.

I completed my PhD at Tel Aviv University where I was a part of the Computer Graphics lab, followed by a post-doc at Laboratoire d'Informatique (LIX) at École Polytechnique near Paris.

My research initially focused on shape analysis, shape and image similarity, segmentation and shape matching. In recent years I have worked mainly on 3D reconstruction and generative AI of 3D shapes.

I also have prior experience in VFX production.

Professional Experience

2020 - Now

Research Engineer, Meta

In recent years I was a research engineer at FAIR / GenAI at Meta. Selected projects:

- Meta 3D TextureGen project (joint first author)
- Meta 3D AssetGen
- Replay dataset: aligned multi-modal multi-view videos for 3D reconstruction (joint first author)
- Curated internal dataset of millions of 3D shapes for research projects

Previously, I was part of Spark AR, developing 3D studio software that artists use to create 3D effects for mobile phones and headsets.

- Incorporated real time location tracking simulation in Spark Studio
- Worked on simulated environments in Spark Studio

2019 - 2020

Research Scientist, Shapes AI

Shapes AI is an early stage startup company that develops solutions in the space of 3D shapes and video-based visual reasoning. I led the research efforts in the 3D domain, which include generative modeling, point clouds processing, and 3D search.

- Worked on generative modeling research.
- Developed a deep learning method to clean up noisy point clouds.
- Developed an end-to-end solution for generating thousands of textured shapes from a small set, which includes procedural modeling and texture generation.
- Worked on 3D shapes search where the input is an image or a 3D shape.

2018 - 2019

Software Developer, DNEG

DNEG is a visual effects company in London. I developed tools for the "on-set" department which is responsible of taking reference footage on the set of a show.

- Worked on tools for browsing massive sets of 100K+ images.
- Developed a deep learning method to detect color charts in images.
- Developed a deep learning method to remove noise artifacts from images.
- Developing in C++, Python, and MEL script language.
- Worked with Maya, Nuke, Alembic, libraw, OpenEXR, and other common tools of the VFX industry.

2016 - 2017

Post-doc Researcher, Laboratoire d'Informatique, École Polytechnique, France.
Part of a computer graphics group led by Maks Ovsjanikov.

2011 - 2016

PhD Student, Computer Science, Tel Aviv University, Israel.
Computer graphics lab, under the supervision of Prof. Daniel Cohen-Or.

2010	Lighting and Rendering TD / Compositor, Crew 972 Worked on "The Looney Tunes Show" for Warner Bros. <ul style="list-style-type: none"> • Lighting and set dressing shots in Maya. • Creating visual effects (dust, smoke) using dynamics and MEL scripting. • Creating render layers and monitoring the render process on a render farm. • Final compositing of shots using Nuke.
2009	3D Artist, Gravity Israel Visual Effects Worked mostly on shading, lighting, and render passes. Additional work included modeling and scripting.
2009	Freelance Effects Artist, "Deus". "Deus" is a sci-fi TV show in Israel. I created visual effects for several shots on the show from start to finish. Tracking, modeling, simulation, animation, rendering and compositing.
2008 - 2009	3D Animation and Visual Effects Diploma, Vancouver Film School, Canada. Visual Effects specialization, graduated with honors.
2008	Algorithms Developer, MutualArt Inc. Developed and implemented automated text categorization and linking algorithms with C# and SQL Server.
2005 - 2007	Development Team Leader, Amobee Media Systems Ltd. Led a team that developed a web based back-office system that enables advertisers to manage their campaigns and creative ads. <ul style="list-style-type: none"> • .NET infrastructures (ASP.NET) and SQL Server development. • Management, task planning, recruiting and training. • Requirements specification, GUI design (flow and graphic design). • Java development.
2004 - 2005	Development Team Leader, IDF. The team developed .NET systems and supported legacy Microsoft DNA systems.
2000 - 2004	Senior Infrastructure Programmer, IDF.
1996 - 2000	Part Time VB and ASP Programmer, NTR Visual Technologies Ltd.

Academics

2016	PhD in Computer Science, Tel Aviv University, Israel. <i>Dissertation:</i> Semantic Similarity and Correspondence of 3D Shapes and Images.
2005	M.Sc. in Computer Science, Tel Aviv Academic College, Israel Graduated with honors.
2000	B.Sc. in Math and Computer Science, Tel Aviv University, Israel

Publications

2024	Meta 3D Gen (technical report) Raphael Bensadoun, Tom Monnier, Yanir Kleiman, Filippas Kokkinos, Yawar Siddiqui, Mahendra Kariya, Omri Harosh, Roman Shapovalov, Benjamin Graham, Emilien Garreau, Animesh Karnewar, Ang Cao, Idan Azuri, Iurii Makarov, Eric-Tuan Le, Antoine Toisoul, David Novotny, Oran Gafni, Natalia Neverova, Andrea Vedaldi Meta Research, 2024
------	--

- 2024 **Meta 3D AssetGen: Text-to-mesh generation with high-quality geometry, texture, and pbr materials**
Yawar Siddiqui, Tom Monnier, Filippos Kokkinos, Mahendra Kariya, Yanir Kleiman, Emilien Garreau, Oran Gafni, Natalia Neverova, Andrea Vedaldi, Roman Shapovalov, David Novotny
arXiv, 2024
- 2024 **Meta 3D TextureGen: fast and consistent texture generation for 3d objects**
Raphael Bensadoun, Yanir Kleiman, Idan Azuri, Omri Harosh, Andrea Vedaldi, Natalia Neverova, Oran Gafni
arXiv, 2024
- 2023 **Replay: Multi-modal multi-view acted videos for casual holography**
Roman Shapovalov, Yanir Kleiman, Ignacio Rocco, David Novotny, Andrea Vedaldi, Changan Chen, Filippos Kokkinos, Ben Graham, Natalia Neverova
ICCV, 2023
- 2019 **Boosting VFX Production with Deep Learning**
Yanir Kleiman, Simon Pabst, Patrick Nagle
ACM SIGGRAPH Talks, 2019
- 2018 **PCPNet: Learning Local Shape Properties from Raw Point Clouds**
Paul Guerrero, Yanir Kleiman, Maks Ovsjanikov, Niloy J. Mitra
Computer Graphics Forum (Proceedings of Eurographics), 2018
- 2018 **Group optimization for multi-attribute visual embedding**
Qiong Zeng, Wenzheng Chen, Zhuo Han, Mingyi Shi, Yanir Kleiman, Daniel Cohen-Or, Baoquan Chen, Yangyan Li
Visual Infomatics, 2018
- 2018 **Dance to the beat: Synchronizing motion to audio**
Rachele Bellini, Yanir Kleiman, Daniel Cohen-Or
Computational Visual Media, 2018
- 2018 **Robust Structure-Based Shape Correspondence**
Yanir Kleiman, Maks Ovsjanikov
Computer Graphics Forum, 2018
- 2017 **Region-Based Correspondence Between 3D Shapes via Spatially Smooth Biclustering**
Matteo Denitto, Simone Melzi, Manuele Bicego, Umberto Castellani, Alessandro Farinelli, Mario A. T. Figueiredo, Yanir Kleiman, Maks Ovsjanikov
ICCV 2017
- 2016 **Semantic Similarity and Correspondence of 3D Shapes and Images**
Yanir Kleiman
PhD Dissertation
- 2016 **Time-varying Weathering in Texture Space**
Rachele Bellini, Yanir Kleiman, Daniel Cohen-Or.
ACM Transactions on Graphics (Proceedings of SIGGRAPH), 2016
- 2016 **Toward Semantic Image Similarity from Crowdsourced Clustering**
Yanir Kleiman, George Goldberg, Yael Amsterdamer, Daniel Cohen-Or.
The Visual Computer (Proceedings of CGI), 2016
- 2015 **SHED: Shape Edit Distance for Fine-grained Shape Similarity**
Yanir Kleiman, Oliver van Kaick, Olga Sorkine-Hornung, Daniel Cohen-Or.
ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia), 2015
- 2015 **DynamicMaps: Similarity-based Browsing through a Massive Set of Images**
Yanir Kleiman, Dov Danon, Jasmin Felberbaum, Joel Lanir, Daniel Cohen-Or.
Proceedings of ACM Conference on Human Factors in Computing Systems, 2015

- 2014 **Shape Segmentation by Approximate Convexity Analysis**
Oliver van Kaick, Noa Fish, Yanir Kleiman, Shmuel Asafi, Daniel Cohen-Or.
ACM Transactions on Graphics (TOG), 2014
- 2013 **Dynamic Maps for Exploring and Browsing Shapes**
Yanir Kleiman, Noa Fish, Joel Lanir, Daniel Cohen-Or.
Computer Graphics Forum (Proceedings of SGP), 2013
- 2011 **Unsupervised co-segmentation of a set of shapes via descriptor-space spectral clustering**
Oana Sidi, Oliver van Kaick, Yanir Kleiman, Hao Zhang, Daniel Cohen-Or.
ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia), 2011
- 2007 **Paging with connections: FIFO strikes again**
Leah Epstein, Yanir Kleiman, Jiri Sgall, Rob van Stee.
Theoretical computer science, 2007

Public Talks and Academic Visits

- 2017 **Invited Talk**, Google Zurich, Switzerland.
- 2016 **Invited Talk**, Hebrew University of Jerusalem, Israel.
- 2016 **CGI 2016**
Toward Semantic Image Similarity from Crowdsourced Clustering.
- 2016 **PhD Dissertation Public Lecture**, Tel Aviv University, Israel.
- 2015 **Visiting Researcher**, Shandong University, China.
- 2015 **SIGGRAPH Asia 2015**
SHED: Shape Edit Distance for Fine-grained Shape Similarity.
- 2015 **Visiting Researcher**, École Polytechnique, France.
- 2013 **Invited Talk**, Max Planck Institute for Informatics, Germany.
- 2013 **Visiting Researcher**, ETH Zurich, Switzerland.
- 2013 **SGP 2013**
Dynamic Maps for Exploring and Browsing Shapes.

Awards and Fellowships

- 2016-2017 **Chateaubriand Fellowship for Postdoctoral Research**
- 2014-2015 **Google Focused Research Award**
I was partly funded by this grant during my PhD studies.
- 2010 **Animex Visual Effects Award**
Runner up for Best Visual Effects in Animex 2010 Festival.
- 2005 **Excellence Scholarship - Tel Aviv Academic College**
Awarded for excellence during my M.Sc. studies.