

EDUCATION

University of Washington , Seattle, WA Ph.D. in Computer Science and Engineering Advised by Steve Seitz, Richard Szeliski, Brian Curless	2014 - 2022
University of Illinois at Urbana-Champaign , Urbana, IL B.S. in Computer Science with High Honors Advised by Robin Kravets, Svetlana Lazebnik	2011 - 2014

WORK & APPOINTMENTS

Postdoctoral Scholar, University of California, Berkeley , Berkeley, CA	2022-
Research Scientist, Google Research , Seattle, WA	2022-
Research Assistant, University of Washington , Seattle, WA	2014 - 2022
Research Advisory Board, Tooploox AI , Warsaw, PL	2018-
Research Intern, Facebook , Seattle, WA	2018
Visiting Researcher, Facebook , Seattle, WA	2017-2018
Research Intern, Facebook , Seattle, WA	2017
Research Intern, Google , Seattle, WA	2016
Research Intern, Qualcomm Research & Development , San Diego, CA	2014
Intern, Qualcomm Innovation Center , San Diego, CA	2013
Intern, Qualcomm Inc. , San Diego, CA	2012

PUBLICATIONS

- [8] T. Brooks, **A. Holynski**, A.A. Efros, "InstructPix2Pix: Learning to Follow Image Editing Instructions" in *arXiv*, 2022
- [7] Y. Wang, **A. Holynski**, X. Zhang, X. Zhang, "SunStage: Portrait Reconstruction and Relighting using the Sun as a Light Stage" in *arXiv*, 2022
- [6] **A. Holynski**, B. Curless, S.M. Seitz, R. Szeliski, "Animating Pictures with Eulerian Motion Fields" in *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, 2021 (Oral)
- [5] **A. Holynski**, D. Geraghty, J.M. Frahm, C. Sweeney, R. Szeliski, "Reducing Drift in Structure from Motion using Extended Features" in *International Conference on 3D Vision (3DV)*, 2020 (Oral)
- [4] J.J. Park, **A. Holynski**, S.M. Seitz, "Seeing the World in a Bag of Chips" in *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, 2020 (Oral)
- [3] **A. Holynski**, J. Kopf, "Fast Depth Densification for Occlusion-aware Augmented Reality" in *ACM Transactions on Graphics (SIGGRAPH Asia)*, 2018
- [2] C. Sweeney, **A. Holynski**, B. Curless, S.M. Seitz, "Structure from Motion for Panorama-Style Videos" in *arXiv*, 2018
- [1] A. Khosrowpour, I. Fedorov, **A. Holynski**, J.C. Niebles, M. Golparvar-Fard, "Automated Worker Activity Analysis in Indoor Environments for Direct Work Rate Improvement from long sequences of RGBD Images" in *Construction Research Congress (CRC)*, 2014

AWARDS & HONORS

CVPR Oral (top 4.1% of submissions) for “Animating Pictures with Eulerian Motion Fields”	2021
3DV Oral (top 13% of submissions) for “Reducing Drift in Structure from Motion using Extended Features”	2020
CVPR Oral (top 5.7% of submissions) for “Seeing the World in a Bag of Chips”	2020
University of Washington Reality Lab Fellowship	2018 - 2022
Runner-up, Pacific Northwest ACM ICPC	2014
Leach/Winokur Endowed Fellowship in Computer Science & Engineering	2014 - 2015
Achievement Rewards for College Scientists (ARCS) Fellowship	2014 - 2016
University of Illinois Edmund J. James Scholar	2011 - 2014
University of Illinois College of Engineering Dean’s List	2011 - 2014

TEACHING

Guest Lecturer, CSE576 Computer Vision, University of Washington	2020
Teaching Assistant, CSE576 Computer Vision, University of Washington	2020
Teaching Assistant, CSE481V AR/VR Capstone, University of Washington	2019
Teaching Assistant, CS398 Computer Architecture, University of Illinois	2013-2014
Teaching Assistant, CS125 Intro. to Computer Science, University of Illinois	2012

ACADEMIC SERVICE

Reviewer:

SIGGRAPH / SIGGRAPH Asia / Transactions on Graphics (TOG)	2016-
Transactions on Visualization and Computer Graphics (TVCG)	2018-
IEEE Conference on Computer Vision and Pattern Recognition (CVPR)	2016-
European Conference on Computer Vision (ECCV)	2022-

Mentorship / Advising / Interns:

Yifan Wang, Research Mentee @ University of Washington	2020-
Xiaojuan Wang, Research Mentee @ University of Washington	2021-
Johanna Karras, Research Mentee @ University of Washington	2021-
Jingwei Ma, Research Mentee @ University of Washington	2021-
Dave Epstein, Intern @ Google Research	2022-
Qianqian Wang, Intern @ Google Research	2022-

ETC

Languages: English (fluent, technical), Spanish (fluent, technical), Farsi (fluent), French (conversational), Polish (conversational)

Programming: C/C++, Python, OpenGL, PyTorch, Jax

Misc Projects: Holoscaner: Gamified 3D Scanning ([link](#))