Kyle Genova

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EDUCATION

Sept. 2016 - Present Princeton University Princeton, NJ

- Ph.D. and M.A. Computer Science
- Advisor: Prof. Thomas Funkhouser
- NSF GRFP Fellowship
- Gordon Y.S. Wu Fellowship in Engineering

Aug. 2012 - May 2016 Cornell University College of Arts and Sciences Ithaca, NY

- B.A. Computer Science
- GPA: 4.17
- Phi Beta Kappa

SELECTED PUBLICATIONS

Local Deep Implicit Functions for 3D Shape. Kyle Genova, Forrester Cole, Avneesh Sud, Aaron Sarna, Thomas Funkhouser. CVPR 2020 (*Oral*).

CvxNet: Learnable Convex Decomposition. Boyang Deng, Kyle Genova, Soroosh Yazdani, Sofien Bouaziz, Geoffrey Hinton, Andrea Tagliasacchi. CVPR 2020 (*Oral*).

Learning Shape Templates with Structured Implicit Functions. Kyle Genova, Forrester Cole, Daniel Vlasic, Aaron Sarna, William T. Freeman, Thomas Funkhouser. ICCV 2019.

Text-based Editing of Talking-head Video. Ohad Fried, Ayush Tewari, Michael Zollhöfer, Adam Finkelstein, Eli Schechtman, Dan B. Goldman, Kyle Genova, Zeyu Jin, Christian Theobalt, Maneesh Agrawala. SIGGRAPH 2019.

Unsupervised Training for 3D Morphable Model Regression. Kyle Genova, Forrester Cole, Aaron Maschinot, Aaron Sarna, Daniel Vlasic, William T. Freeman. CVPR 2018 (Spotlight).

EXPERIENCE

Sept. 2019 - Present	Research Intern at Google	Mountain View, CA
Project: "Learned InPatent Filing by Go	nplicit Functions and Differentiable Rendering" ogle	
Sept. 2018 - Sept. 2019	Engineering Consultant at AutoRoboto	Mountain View, CA
 Full-time consultant 	to Google in Machine Perception	
June 2018 - Sept. 2018	Research Intern at Google	Cambridge, MA
 Project: "Learning S 	Shape Templates with Structured Implicit Functions"	
Sept. 2017 - May. 2017	Teaching Assistant at Princeton University	Princeton, NJ
Computer Vision (CGraduate Student T	COS 429), Computer Graphics (COS 426) Teaching Award	
June 2017 - Sept. 2017	Research Intern at Google	Cambridge, MA
Project: "3D Face NPatent Filing by Go	Models from Facial Identity Features" pogle	
June 2016 - Aug. 2016	Research Intern at Google	New York, NY
Project: "In-Memory	y K-Way Balanced Graph Partitioning"	

SKILLS

• C++, Python, TensorFlow, PyTorch, CUDA, OpenGL, GLSL