Pratheba Selvaraju

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prathebaselva

Current Position

Research Assistant, Max Planck Institute for Intelligent Systems - Perceiving Systems & (directed by Dr.Michael J.Black ☑)

Tübingen, Germany February 2025 - Present

Research Interest

- Geometry processing and shape deformation in 3D graphics and vision.
- 3D reconstruction using generative modeling approaches (Diffusion).
- Digitial twin creation with novel view synthesis approach (Gaussian splatting).
- Design pattern and 3D modeling for sustainability efforts.
- Applications of 3D vision in world modeling, robotics, and real-world interactive systems.

Education

Ph.D. University of Massachusetts, Amherst, Computer Science **Thesis:** Exploring Representations for 3D Reconstruction from Impaired Real-

World Data ☑, directed by Prof. Erik G.Learned Miller ☑

Massachusetts, 2018 – 2024

M.S Columbia University, Computer Science

New York, 2011 – 2012

Work Experience _____

Research Intern. Roblox

California, 2024

Shape deformation: Template garment adaptation to different Roblox Avatars

- Geometry processing, ARAP

Research Intern, *Microsoft*

Washington (Remote), 2022

3D face reconstruction: From single view images

- Diffusion models

Software Engineer Intern, Google

California (Remote), 2022

3D object detection: Identification of building parts from LIDAR point clouds and images

- Implicit model, Point cloud Segmentation

Research Intern, Meta

Washington (Remote),2020

Virtual object placement: Placement of virtual TV panels in virtual oculus environment

- AR/VR

Software Engineer, *IMO* **Software Engineer**, *Machine Zone* California, 2017 California, 2016

Software Engineer, *Microsoft*

Washington, 2013-2016

Publications

OFER: Occluded Face Expression Reconstruction

CVPR, 2025

Pratheba Selvaraju ☑, Victoria Fernnandez Abrevaya, Timo Bolkart, Rick Akkerman, Tianyu Ding, Faezeh Amjadi, Ilya Zharkov

 FORA: Fast-Forward Caching in Diffusion Transformer Acceleration Pratheba Selvaraju ☑, Tianyu Ding, Tianyi Chen, Ilya Zharkov, Luming Liang ArXiv, 2024

 Developable Approximation of Neural Implicits via Rank Minimization Pratheba Selvaraju ☑

3DV, 2024

- A 3D digitisation workflow for architecture-specific annotation of built heritage

 JASREC, 2021
 Marissia Deligiorgi, Maria I Maslioukova, Melinos Averkiou, Andreas C Andreou, **Pratheba Selvaraju**,
 Evangelos Kalogerakis, Gustavo Patow, Yiorgos Chrysanthou, George Artopoulos
- BuildingNet:Learning to Label 3D Buildings ☑ **Pratheba Selvaraju** ☑, Mohamed Nabail, Evangelos Kalogerakis, Siddhartha Chaudhuri

ICCV, 2021 Oral

Ongoing Projects

Shape Deformation with style preservation
 Adaptation of a geometry and style to topologically and morphologically different shapes.

First Author

• 3D Garment synthesis from in-the-wild images

Defining new domain specific language (DSL) using LLM's and garment parametric model for accurate garment synthesis from in the wild images.

Second Author & Collaborator

• VOFER: Video & Audio based occluded face expression reconstruction Extension of OFER ☑ to multi-modal input of audio and video sequence.

External Instructor

Students _____

• Dharmendra Selvaratnam ☑: University of Plymouth, London

Professional Activities

Reviewer

- IEEE Conference on Computer Vision and Pattern Recognition (CVPR)
- IEEE International Conference on Computer Vision (ICCV)
- IEEE European Conference on Computer Vision (ECCV)
- Transactions on Pattern Analysis and Machine Intelligence (TPAMI)
- SIGGRAPH
- SIGGRAPH Asia
- Internation Conference of 3D Computer Vision (3DV)
- Transactions on Visualization and Computer Graphics (TVCG)
- International Journal of Computer Vision (IJCV)

Skills _____

- Programming Python, C++
- Framework Pytorch, Numpy, Scipy

Keywords _____

- 3D Computer Vision, 3D Computer Graphics
- 3D reconstruction, Dataset creation, Knowledge Graph
- Generative modeling, Implicit reconstruction, Fast transformer, Geometry Processing