

EDUCATION	University Of Massachusetts, Amherst, (Ph.D. - CS)	Jan 2018 - Dec 2024
	Columbia University, NewYork, (M.S., CS )	Sep 2011 - Dec 2012

PUBLICATIONS	<b>Conference</b> <ul style="list-style-type: none"> <li>• <a href="#">BuildingNet: Learning to Label 3D Buildings</a>: Pratheba Selvaraju, Mohamed Nabail, Evangelos Kalogerakis, Siddhartha Chaudhuri. (ICCV Oral -2021 )</li> <li>• <a href="#">Developable Approximation of Neural Implicits via Rank Minimization</a>: Pratheba Selvaraju. (International conference on 3D Vision (3DV-2024)) .</li> <li>• <a href="#">OFER: Occluded Face Expression Reconstruction</a>: Pratheba Selvaraju, Victoria Fernandez Abrevaya, Timo Bolkart, Rick Akkerman, Tianyu Ding, Faezeh Amzadi, Ilya Zharkov. (CVPR - 2025)</li> <li>• <a href="#">FORA: Fast-Forward Caching in Diffusion Transformer Acceleration</a>: Pratheba Selvaraju, Tianyu Ding, Tianyi Chen, Ilya Zharkov, Luming Liang. (arXiv, Towards conference submission)</li> </ul>	
	<b>Journal</b> <ul style="list-style-type: none"> <li>• <a href="#">A 3D digitisation workflow for architecture-specific annotation of built heritage</a>: Marisia Deligiorgi, Maria I Maslioukova, Melinos Averkiou, Andreas C Andreou, Pratheba Selvaraju, Evangelos Kalogerakis, Gustavo Patow, Yiorgos Chrysanthou, George Artopoulos .(JASREC -2021 )</li> </ul>	

RESEARCH EXPERIENCE	MPI - Perceived Systems, Tübingen, Germany (Research Assistant)	Feb 2025 – current
	<i>Active Projects</i>	

- [Shape deformation and stylization](#) [Continuation of Roblox internship project]: Garment adaptation from a human to non-humanoid avatars constituting topological change of garment and preserving the style and fit elements of it.
- [Multimodal video 3D face reconstruction](#): Extending OFER to video and audio based 3D face reconstruction.
- [LLM and VLM based garment pattern generation from images](#): Creating higher level language domain specific language for garment pattern generation.

Roblox Corporation, San Mateo, CA (Research Intern)	June 2024 – Dec 2024
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- Shape deformation and stylization: Deforming and adapting a garment from a human to non-humanoid characters.

Microsoft - Applied Science Group, Redmond, WA (Research Intern)	Sep 2022 – Dec 2022
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- OFER: Occluded Face Expression Reconstruction, a diffusion based generative model incorporating ranking mechanism to select optimal samples
- FORA: Fast-Forward caching in Diffusion Transformer Acceleration, a faster sampling mechanism for diffusion based transformer network

Google, Redmond, WA (Applied Research Intern)	Jun 2022 - Aug 2022
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- Worked on LiDAR building semantic labelling of parts and reconstruction
- Conducted experiments on real google street view lidar data to extract window positions to be used for training for part label segmentation
- Experiments to reconstruct the open surfaces (buildings)

Facebook Reality Labs, Redmond, WA (Research Intern)	May 2020 - Sep 2020
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- Worked on virtual panel placement in synthetic room view in augmented reality setup
- Conducted experiments for better placement of the panel with respect to head positions dealing with occlusions and scale of the panel

ENGINEERING EXPERIENCE	IMO, USA (Software Engineer)	Mar 2017 – Dec 2017
	Audio quality improvement of the IMO application by suppression of voice interruption and echo.	

Machine Zone, USA (Software Engineer)	Sep 2016 – Jan 2017
Art tool development for production of game assets using shader programming and 3D graphics	

Microsoft, USA (Software Engineer)	Apr 2013 – Aug 2016
Full stack developer in Skype for business	

TECHNICAL SKILLS	<p>Python, C++, Pytorch, OpenGL, node4j, Blender</p> <p>3D Computer Vision, 3D Computer Graphics, 3D reconstruction, Dataset Generation, Diffusion Generative modeling, Implicit reconstruction, Fast transformer, Geometry Processing, Knowledge Graph, Dataset creation</p>
COURSES	<p><b>Coursera</b></p> <ul style="list-style-type: none"> <li>• Generative AI with Large Language Models (LLMs).</li> </ul> <p><b>Udemy</b></p> <ul style="list-style-type: none"> <li>• NeRF</li> </ul>
PORTFOLIO	<p><b>CV-Personal Webpage</b>(<a href="https://pratheba.github.io">pratheba.github.io</a>)</p> <p><b>LinkedIn</b>(<a href="#">prathebaselvaraju</a>)</p>
REFEREES	<p><b>Erik Learned-Miller</b>, (University of Massachusetts, Amherst) Email: <a href="mailto:elm@cs.umass.edu">elm@cs.umass.edu</a></p> <p><b>Victoria Fernandez Abrevaya</b>, (Max Planck Institute for Intelligent Systems: Perceived Systems) Email: <a href="mailto:victoria.abrevaya@tuebingen.mpg.de">victoria.abrevaya@tuebingen.mpg.de</a></p> <p><b>Luming Liang</b>, (Microsoft Research) Email: <a href="mailto:llmpass@gmail.com">llmpass@gmail.com</a></p> <p><b>Tianyu Ding</b>, (Microsoft Research) Email: <a href="mailto:tianyuding@microsoft.com">tianyuding@microsoft.com</a></p>