

# Rahul Arora

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## CONTACT INFORMATION

DGP Lab, Bahen Centre for IT  
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## RESEARCH INTERESTS

Interactive Computer Graphics  
Human-Computer Interaction  
Virtual and Augmented Realities (VR/AR)

## EDUCATION

**PhD, University of Toronto** 2015-Present  
Major: Computer Science  
Thesis: Creative Expression in Immersive 3D Environments (**Tentative title**)  
Adviser: Prof. Karan Singh  
CGPA: 4.0/4.0

**MTech, Indian Institute of Technology, Kanpur** 2014-2015  
Major: Computer Science and Engineering  
Thesis: Exploring Design Space by Interpolating between Multiple Sketches  
Advisers: Prof. Vinay P. Namboodiri and Dr. Adrien Bousseau  
CGPA: 9.6/10.0

**BTech, Indian Institute of Technology, Kanpur** 2010-2015  
Major: Computer Science and Engineering  
CGPA: 8.5/10.0

## PEER-REVIEWED PUBLICATIONS

**CASSIE: Curve and Surface Sketching in Immersive Environments**  
Emilie Yu, **Rahul Arora**, Tibor Stanko, J. Andreas Bærentzen, Karan Singh, and Adrien Bousseau  
*ACM SIGCHI Conference on Human Factors in Computing Systems 2021 (CHI '21)*  
🏆 **Best Paper Honorable Mention**  
<https://em-yu.github.io/research/cassie/>

**MagicalHands: Mid-Air Hand Gestures for Animating in VR**  
**Rahul Arora**, Rubaiat Habib Kazi, Danny Kaufman, Wilmot Li, and Karan Singh  
*ACM Symposium on User Interface Software and Technology 2019 (UIST '19)*  
<https://www.dgp.toronto.edu/projects/magical-hands/>

**Volumetric Michell Trusses for Parametric Design & Fabrication**  
**Rahul Arora**, Alec Jacobson, Timothy R. Langlois, Yijiang Huang, Caitlin Mueller, Wojciech Matusik, Ariel Shamir, Karan Singh, and David I.W. Levin  
*ACM Symposium on Computational Fabrication 2019 (SCF '19)*  
<https://www.dgp.toronto.edu/projects/michell/>

**SymbiosisSketch: Combining 2D and 3D Sketching for Designing Detailed 3D Objects in Situ**  
**Rahul Arora**, Rubaiat Habib Kazi, Tovi Grossman, George Fitzmaurice, and Karan Singh  
*ACM SIGCHI Conference on Human Factors in Computing Systems 2018 (CHI '18)*

<https://doi.org/10.1145/3328939.3328999>

#### **Experimental Evaluation of Sketching on Surfaces in VR**

**Rahul Arora**, Rubaiat Habib Kazi, Fraser Anderson, Tovi Grossman, Karan Singh, and George Fitzmaurice

*ACM SIGCHI Conference on Human Factors in Computing Systems 2017 (CHI '17)*

<http://dx.doi.org/10.1145/3025453.3025474>

#### **SketchSoup: Exploratory Ideation using Design Sketching**

**Rahul Arora**, Ishan Darolia, Vinay P. Namboodiri, Karan Singh, and Adrien Bousseau

*Computer Graphics Forum (CGF) 2017, presented at Eurographics 2017*

<http://dx.doi.org/10.1111/cgf.13081>

#### **Derandomizing Isolation Lemma for $K_{3,3}$ -free and $K_5$ -free Bipartite Graphs**

**Rahul Arora**, Ashu Gupta, Rohit Gurjar, and Raghunath Tewari

*Symposium on Theoretical Aspects of Computer Science (STACS) 2016*

<http://dx.doi.org/10.4230/LIPIcs.STACS.2016.10>

### **OTHER PUBLICATIONS**

#### **Mid-Air Drawing of Curves on 3D Surfaces in AR/VR (Preprint, In-submission)**

**Rahul Arora** and Karan Singh

*arXiv preprint*

<https://arxiv.org/abs/2009.09029>

#### **Sketching in 3D Space (Invited Book Chapter)**

Mayra Donaji Barrera Machuca, **Rahul Arora**, Philipp Wacker, Johann Habakuk Israel, and Daniel Keefe

*In Interactive Sketch-Based Interfaces and Modelling for Product Design (ed. Alexandra Bartolo). River Publishers. In press.*

#### **Creative Expression with Immersive 3D Interactions (Juried)**

**Rahul Arora**

*Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20 Doctoral Consortium)*

<https://dl.acm.org/doi/10.1145/3334480.3375028>

#### **Designing Volumetric Truss Structures for Computational Fabrication (Juried)**

**Rahul Arora**, Alec Jacobson, Timothy R. Langlois, Karan Singh, and David I.W. Levin

*Graphics Interface 2018 Posters (GI '18)*

<https://bit.ly/3iCTjtw>

### **AWARDS AND RECOGNITION**

CHI Best Paper Honorable Mention Award	2021
Robert C. Lansdale/Okino Computer Graphics Fellowship: CA \$4,000	2020
Wolfond Scholarship in Wireless Information Technology: CA \$10,000	2019
UofT Libraries Grad Exhibit Competition (3 winners): CA \$1,000	2019
Adobe Research Fellowship 2019 (11 fellows): US \$10,000	2018
Adobe Research Fellowship 2018 Finalist	2017
Mitacs Accelerate Award for industrial partnership: CA \$15,000	2016
Merit-cum-Means Scholarship, IIT Kanpur: Full tuition amount	2010–2014
Academic Excellence Award, IIT Kanpur (top 5% students)	2013

<b>INTERNSHIPS</b>	<b>Adobe Research, Seattle, USA</b> <i>with Timothy Langlois, Danny Kaufman, and Rubaiat Habib</i> Worked on techniques for creating stylized animations of 2D fluids.	Summer 2019
	<b>Adobe Research, Seattle, USA</b> <i>with Wil Li, Rubaiat Habib, and Danny Kaufman</i> Studied gestural methods for authoring animations in VR.	Summer 2018
	<b>Autodesk Research, Toronto, Canada</b> <i>with Rubaiat Habib and Tovi Grossman</i> Developed an augmented reality tool for 3D concept sketching.	Winter 2017
	<b>Autodesk Research, Toronto, Canada</b> <i>with Tovi Grossman, Rubaiat Habib, and Fraser Anderson</i> Conducted lab experiments to understand 3D sketching ability.	Summer 2016
	<b>Inria, Sophia-Antipolis, France</b> <i>with Adrien Bousseau</i> Developed a user-guided method for ideation sketch interpolation.	Summer 2014
	<b>Adobe Research, Bangalore, India</b> <i>with Ramesh Srinivasaraghavan</i> Built a gamified crowdsourcing platform for object recognition tasks.	Summer 2013
<b>SKILLS</b>	<b>Programming:</b> MATLAB, C#, Unity Engine, C++.	
	<b>Tools:</b> $\LaTeX$ , Microsoft Office, Adobe Photoshop, Blender, Adobe Premiere.	
<b>TALKS</b>	<b>UBC AR/VR Course, Remote Guest Lecture</b> On Gesture-Based Animation in VR	March 2021
	<b>GraphDeco Group, Inria Sophia-Antopolis, Remote Talk</b> On Human-Centered Graphics for Immersive Art & Design	March 2021
	<b>MIT Computer Graphics Group, Remote Talk</b> On Volumetric Michell Trusses	December 2020
	<b>CHI 2020 Doctoral Symposium, Remote Talk</b> On Creative Expression with Immersive 3D Interactions	May 2020
	<b>Motograph Workshop, Waterloo, Canada</b> On Stylized Fluid Animation	December 2019
	<b>UIST 2019, New Orleans, USA</b> Paper presentation: MagicalHands	October 2019
	<b>SCF 2019, Pittsburgh, USA</b> Paper presentation: Volumetric Michell Trusses for Parametric Design & Fabrication	June 2019
	<b>CHI 2018, Montreal, Canada</b> Paper presentation: SymbiosisSketch	May 2018

	<b>Toronto SIGCHI Chapter, Toronto, Canada</b> On Hybrid 2D–3D Sketching in SymbiosisSketch	March 2018
	<b>Tomograph Workshop, Toronto, Canada</b> On Truss Topology Optimization for Design & Manufacturing	December 2017
	<b>IIT Kanpur, India</b> On 2D Sketching and Immersive 3D Sketching	May 2017
	<b>CHI 2017, Denver, USA</b> Paper presentation: Experimental Evaluation of Sketching on Surfaces in VR	May 2017
	<b>Eurographics 2017, Lyon, France</b> Paper presentation: SketchSoup	May 2017
<b>TEACHING EXPERIENCE</b>	<b>Computer Graphics</b> , University of Toronto Teaching Assistant for Prof. Alec Jacobson	Fall 2019
	<b>Computer Graphics</b> , University of Toronto Teaching Assistant for Prof. David Levin	Winter 2019
	<b>Computer Graphics</b> , University of Toronto Teaching Assistant for Prof. Karan Singh and Prof. David Levin	Winter 2018
	<b>Computer Graphics</b> , University of Toronto Teaching Assistant for Prof. Karan Singh and Prof. Alec Jacobson	Fall 2017
	<b>Intro to Theory of Computation</b> , University of Toronto Teaching Assistant for Prof. Azadeh Farzan	Fall 2015
	<b>Introduction to Computer Graphics</b> , IIT Kanpur Teaching Assistant for Prof. Vinay P. Namboodiri	Fall 2014
<b>ACTIVITIES</b>	<b>Committee Member</b> for SIGGRAPH Asia 2021 XR Program.	
	<b>Area Chair</b> for Graphics Interface (GI) 2020.	
	<b>Student Volunteer</b> at User Interface Software and Technology (UIST) 2019.	
	<b>Reviewer</b> for computer graphics conferences SIGGRAPH 2020; SIGGRAPH Asia 2020; Eurographics (EG) Short Papers 2021; Symposium for Computational Fabrication (SCF) 2020; Graphics Interface (GI) 2018, 2020.	
	<b>Reviewer</b> for computer graphics journals Computer Graphics Forum (CGF) 2020; Transactions on Visualization and Computer Graphics (TVCG) 2019–2020; Computer-Aided Design (CAD) 2019; Computer & Graphics 2019; Computer Graphics & Applications 2017.	
	<b>Reviewer</b> for HCI conferences Conference on Human Factors in Computing Systems (CHI) 2017–2021; User Interfaces Software and Technology (UIST) 2018–2020; Designing Interactive Systems (DIS) 2018; Graphics Interface (GI) 2020.	

**Reviewer** for HCI journals

International Journal of Human-Computer Interaction (IJHCI) 2018; International Journal of Human-Computer Studies (IJHCS) 2021.

**Reviewer** for specialized VR/AR conferences

Virtual Reality (IEEE VR) 2018, 2020, 2021; Virtual Reality Software and Technology (VRST) 2020; International Symposium on Mixed and Augmented Reality (ISMAR) 2020; Spatial User Interaction (SUI) 2017.

**Reviewer** for other venues

Springer Nature Applied Sciences (SNAS) 2019.

## REFERENCES

**Karan Singh**

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**David IW Levin**

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**Tovi Grossman**

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**Rubaiat Habib Kazi**

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**Adrien Bousseau**

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**Wilmot Li**

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**Danny M Kaufman**

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