


Rohit Das

Deep Learning Engineer

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Summary Rohit Das is a Generative AI Engineer specializing in 3D Vision especially 3D Reconstruction and Texture Generation

Experience	Bifrost AI AI Engineer (Intern) https://www.bifrost.ai Deployed cutting-edge models across multiple products, with a primary focus on texture generation from textual input. Significantly optimized time efficiency, decreasing computational time from hours to mere minutes.	2023/09 - 2024/02 Remote	CI3D- Colour Imaging 3D Lab Junior Researcher Topic of Research -Texture Estimation from One Shot Image	2022/02 - 2023/07 Taipei City, Taiwan
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Projects

FasTEX - Fast Text to Texture Generation
Generate textures for mesh using Stable Diffusion

- Currently the fastest texture generation in the market
- Needs better interpolation ideas

Blender, Neural Rendering, Stable Diffusion, ControlNet

3DGANTex: 3D Face Reconstruction with StyleGAN3-based Texture Synthesis from Multi-View Images

- A novel approach for texture estimation from a single image using a generative adversarial network (StyleGAN3) and 3D Dense Face Alignment (3DDFA).
- The SOTA method begins by generating multi-view faces using the latent space of StyleGAN3 using Restyle encoder. Then 3DDFA generate a high-resolution texture map and map it to 3D model that is consistent with the estimated face shape.
- The only drawback of this method is generating texture from Single image which is not feasible

3D Reconstruction, GAN, 3DDFA

Education	National Taiwan Normal University Computer Science and Information Engineering 3.8 https://www.ntnu.edu.tw/	2021- 2023 Masters	Camellia Institute of Technology Computer Science and Engineering 6.8 https://camelliait.ac.in/	2014-2018 Bachelors
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Skills	Stable Diffusion Intermediate	Neural Rendering Intermediate	LLM Intermediate	NeRF Intermediate
	Gaussian Splat Intermediate	PyTorch3D Intermediate		

Languages	English Expert	Hindi Expert	Chinese Elementary
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