Rohit Das

Deep Learning Engineer

Profiles	nohit7044	in Rohit Das	● rdas.879	
Summary	Rohit Das is a Generative AI Engineer specializing in 3D Vision especially 3D Reconstruction and Texture Generation			
Experience	Bifrost Al Al Engineer (Intern) Bifrost Al	2023/09 - 2024/02 Remote	CI3D- Colour Imaging 3D Lab Junior Researcher Topic of Research -Texture Est	Taipei City, Taiwan
	Deployed cutting-edge models across multiple products, with a primary focus on texture generation from textual input.		Shot Image	
	Significantly optimize decreasing computation mere minutes.	d time efficiency, onal time from hours to		
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 2021- 2023 Camellia Institute of Technology Computer Science and Information Masters Computer Science and Engineering 6.8 3.8 https://camelliait.ac.in/			
Skills	Stable Diffusion	Neural Rendering	LLM Nel	RF
	Intermediate	Intermediate	Intermediate Inte	ermediate
	Gaussian Splat	PyTorch3D		
	Intermediate	Intermediate		
Languages	English	Hindi	Chinese	

Expert

Elementary

Expert