

<div><div>Rohit Das</div><div>Deep Learning Engineer</div><div><div>Taipei City, Taiwan</div><div>+886905023713</div><div>rdas.879@gmail.com</div><div>https://rohit7044.github.io</div></div></div>				
Profiles	<div><div>rohit7044</div><div>Github</div></div>	<div><div>rohit-das-9752b3aa</div><div>LinkedIn</div></div>	<div><div>rdas.879</div><div>Medium</div></div>	
Summary	Rohit Das is a Generative AI Engineer specializing in 3D Reconstruction, Texture Generation using Generative AI			
Experience	Bifrost AI		2023/09 - Present	
	AI Engineer (Intern)		Remote	
	<div><div>https://www.bifrost.ai</div><div>Deployed cutting-edge models across multiple products, with a primary focus on texture generation from textual input.</div><div>Significantly optimized time efficiency, decreasing computational time from hours to mere minutes.</div></div>			
	CI3D- Colour Imaging 3D Lab		2022/02 - 2023/07	
	Junior Researcher		Taipei City, Taiwan	
	Topic of Research -Texture Estimation from One Shot Image			
Projects	FasTEX - Fast Text to Texture Generation			
	An advanced pipeline that, upon receiving textual input, generates textures suitable for mesh inpainting			
	<div><div><div>This innovation stands out as the fastest solution in the market.</div><div>However, it is essential to acknowledge the identified drawback related to interpolation issues.</div></div><div>Blender, Neural Rendering, Stable Diffusion, and ControlNet</div></div>			
	3D-GANTex: 3D Face Reconstruction with StyleGAN3-based Multi-View Images and 3DDFA based Mesh Generation			
	A state-of-the-art model distinguished by its capability to produce multi-view outputs with near-accurate 3D mesh and texture representations from a single face image			
	<div><div><div>This unique model excels in generating precise texture maps and 3D meshes from singular images.</div><div>Key advantages include enhanced face recognition for previously unseen areas and a robust multi-view consistency.</div><div>However, it is important to note certain limitations, such as the reliance on estimated faces derived from latent space and the fact that the extracted 3D mesh is an estimation.</div></div><div>GAN, 3DDFA, StyleGAN3, Latent Space, PyTorch</div></div>			
Education	National Taiwan Normal University		2021- 2023	
	Computer Science and Information Engineering		Masters	
	3.8			
Skills	Python	Blender	PyTorch	ControlNet
	Intermediate	Intermediate	Intermediate	Intermediate
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	Stable Diffusion			
	Intermediate			
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Languages	English	Hindi	Chinese	
	Expert	Expert	Elementary	
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