

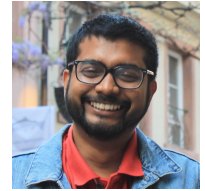
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in siddhant-prakash

github prakashSidd18

globe <https://prakashsidd18.github.io/>



Experience

- Jan 2023 – ······ **Research Fellow** at University College London (UCL), Greater London, United Kingdom, VECG group with Prof. Tobias Ritschel and Prof. Anthony Steed.
- Feb 2019 – Oct 2019 **Research Engineer** at INRIA Centre de Sophia-Antipolis-Méditerranée, France, GraphDeco group with Prof. George Drettakis.
- Jun 2017 – Aug 2017 **Research & Development Intern** at Max-Planck Institute for Intelligent Systems, Tübingen, Germany, Perceiving Systems group with Prof. Michael Black.

Education

- 2019 – 2022 **Ph.D. Computer Science, INRIA, Sophia Antipolis - Méditerranée, France**
Thesis title: *Using Appearance to Efficiently Render and Edit Captured Scenes.*
- 2016 – 2018 **M.S. Computer Science, Arizona State University, USA** in Mobile Visual Computing.
Thesis title: *Generating Light Estimation for Mixed-reality Devices through Collaborative Visual Sensing.*
- 2012 – 2016 **B.Tech.(Hons.) Computer Science and Engineering, IIT Hyderabad, India**
Hons. Thesis title: *Analysis of De-focus Blur for Post-capture Image Manipulations.*

Research Publications

Journal Articles

- 1 **S. Prakash**, D. R. Walton, R. K. dos Anjos, T. Ritschel, and A. Steed, “Blind augmentation consistency,” *under review at ACM Trans. Graph. (SIGGRAPH)*, 2024.
- 2 **S. Prakash**, G. Rainer, A. Bousseau, and G. Drettakis, “Deep scene-scale material estimation from multi-view indoor captures,” *Computers & Graphics*, vol. 109, pp. 15–29, 2022, ISSN: 0097-8493. [DOI: https://doi.org/10.1016/j.cag.2022.09.010](https://doi.org/10.1016/j.cag.2022.09.010).
- 3 **S. Prakash**, T. Leimkühler, S. Rodriguez, and G. Drettakis, “Hybrid image-based rendering for free-view synthesis,” *Proc. ACM Comput. Graph. Interact. Tech., i3D 2021*, vol. 4, no. 1, 2021. [DOI: 10.1145/3451260](https://doi.org/10.1145/3451260).
- 4 S. Rodriguez, T. Leimkühler, **S. Prakash**, C. Wyman, P. Shirley, and G. Drettakis, “Glossy probe reprojection for interactive global illumination,” *ACM Trans. Graph., SIGGRAPH Asia 2020*, vol. 39, no. 6, 2020, ISSN: 0730-0301. [DOI: 10.1145/3414685.3417823](https://doi.org/10.1145/3414685.3417823).
- 5 S. Rodriguez, **S. Prakash**, P. Hedman, and G. Drettakis, “Image-based rendering of cars using semantic labels and approximate reflection flow,” *Proc. ACM Comput. Graph. Interact. Tech., i3D 2020*, vol. 3, no. 1, 2020. [DOI: 10.1145/3384535](https://doi.org/10.1145/3384535).

Conference Proceedings

- 1 **S. Prakash**, A. Bahremand, L. D. Nguyen, and R. LiKamWa, “GLEAM - an illumination estimation framework for real-time photorealistic augmented reality on mobile devices,” in *Proceedings of the 17th Annual International Conference on Mobile Systems, Applications, and Services, MobiSys 2019, Seoul, Republic of Korea, June 17-21, 2019*, ACM, 2019, pp. 659–660. [DOI: 10.1145/3307334.3328570](https://doi.org/10.1145/3307334.3328570).

Patents & Misc.

- 1 **S. Prakash**, P. Nathan, L. Nguyen, R. LiKamWa, and A. Bahremand, *Illumination estimation for captured video data in mixed-reality applications*, US Patent 11,043,025, 2021.
- 2 S. Bonopera, P. Hedman, J. Esnault, *et al.*, *Sibr: A system for image based rendering*, 2020.

Skills

Languages	Strong reading, writing and presentation skills in English (professional), and Hindi (native).
Coding	C/C++/C#, Python, JAX, GLSL, Matlab, \LaTeX , ...
Libraries & NN Tools	PyTorch, OpenGL, OpenCV, GANs, NeRFs, Mitsuba, Colmap, Numpy, ...
Design/Editing Tools	Adobe {Photoshop, Lightroom, Illustrator, AE}, Blender, Unity 3D, ...
Misc.	Academic research & review, teaching, \LaTeX typesetting and publishing.

Teaching Experience

- Fall 2023 **Graduate Teaching Assistant**, *Computer Graphics (COMP0027)*, UCL.
- Spring 2018 **Graduate Teaching Assistant**, *Computer Graphics (CSE470)*, ASU.
- Fall 2018 **Graduate Service Assistant**, *Advanced Computer Graphics (CSE570)*, ASU.
- Spring 2016 **Teaching Assistant** *Computer Vision (CSE578)*, IIT Hyderabad.

Peer-review Experience

- 2022 **International Conference on 3D Vision, 3DV 2022**, Hybrid/Prague, Czechia.
- 2024 **International Conference on 3D Vision, 3DV 2024**, Davos, Switzerland.

Miscellaneous

Awards and Achievements

- 2019 **Best Demo Runner-up Award**, at 17th ACM MobiSys Conference for GLEAM Demo.
Best Poster Award, at 19th ACM HotMobile Workshop.
- 2018 **Graduate Scholarship**, for perfect GPA & outstanding performance in Masters, ASU.
Masters Opportunity for Research in Engineering (MORE) Scholar, ASU.

Certification

- 2016 **Commendation Certificate** for special contribution to university services, IIT-Hyderabad.
- 2015 **Dean's Merit List**, for academic excellence at IIT-H.
- 2012 **AIEEE All India Rank: 1413/1.2M**, (99.8 %ile).

References

Available on Request