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| EDUCATION | University Of Massachusetts, Amherst , (Ph.D. - CS) <i>Jan 2018 - current</i> Columbia University, NewYork , (M.S. , CS) <i>Sep 2011 - Dec 2012</i> PSG College of Technology, India , (B.E. , IT) <i>Aug 2005 - Jun 2009</i> |
| PUBLICATIONS | Conference <ul style="list-style-type: none">• BuildingNet: Learning to Label 3D Buildings: Pratheba Selvaraju, Mohamed Nabail, Evangelos Kalogerakis, Siddhartha Chaudhuri. (ICCV Oral -2021)• Developable Approximation of Neural Implicit via Rank Minimization: Pratheba Selvaraju. (Accepted - International conference on 3D Vision (3DV-2024)) .• OFER: Occluded Face Expression Reconstruction and Ranking: Pratheba Selvaraju, Victoria Abrevaya, Timo Bolkart, Faezeh Amzadi, Ilya Zharkov . (Under submission - Conference) Journal <ul style="list-style-type: none">• A 3D digitisation workflow for architecture-specific annotation of built heritage: Marisia Deligiorgi, Maria I Maslioukova, Melinos Averkiou, Andreas C Andreou, Pratheba Selvaraju, Evangelos Kalogerakis, Gustavo Patow, Yiorgos Chrysanthou, George Artopoulos . (JASREC -2021) Current Projects <ul style="list-style-type: none">• Supervised Face Ranking for Parametric Conditional Generative Models: Pratheba Selvaraju, Victoria Abrevaya, Timo Bolkart• High detailed 3D animatable face generation from single view images: Pratheba Selvaraju, Timo Bolkart, Victoria Abrevaya• Vectordiffusion of Neural Implicit for Layout Design: Pratheba Selvaraju, Tianyu Ding |
| RESEARCH INTERNSHIP | Microsoft - Applied Science Group , Redmond, WA <i>Sep 2022 – Dec 2022</i> <ul style="list-style-type: none">• OFER: Occluded Face Expression Reconstruction and Ranking Google , Redmond, WA <i>Jun 2022 - Aug 2022</i> <ul style="list-style-type: none">• Worked on LiDAR building semantic labelling of parts and reconstruction• Conducted experiments on real google street view lidar data to extract window positions to be used for training for part label segmentation• Experiments to reconstruct the open surfaces (buildings) Facebook Reality Labs , Redmond, WA <i>May 2020 - Sep 2020</i> <ul style="list-style-type: none">• Worked on virtual panel placement in synthetic room view in augmented reality setup• Conducted experiments for better placement of the panel with respect to head positions dealing with occlusions and scale of the panel |
| PROFESSIONAL EXPERIENCE | IMO, USA (Software Engineer) <i>Mar 2017 – Dec 2017</i> Audio quality improvement of the IMO application by suppression of voice interruption and echo. Machine Zone, USA (Software Engineer) <i>Sep 2016 – Jan 2017</i> Art tool development for production of game assets using shader programming and 3D graphics Microsoft, USA (Software Engineer) <i>Apr 2013 – Aug 2016</i> Full stack developer in Skype for business Amazon, USA (Software Development Intern) <i>May 2012 – Aug 2012</i> EMC Corporation(RSA), India (Software Engineer) <i>Aug 2009 – July 2011</i> |
| TECHNICAL SKILLS | Python, C++, Pytorch, OpenGL 3D Computer Vision , 3D Computer Graphics |

PORTFOLIO **CV-Personal Webpage**(pratheba.github.io)
LinkedIn([prathebaselvaraju](#))
Github
univGithub ([prathebaselva](#))

REFEREES **Erik Learned-Miller**,(University of Massachusetts, Amherst)
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Victoria Fernandez Abrevaya Bolkart, (Max Planck Institute for Intellident Systems)
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