Aashish Rai

Providence, RI 02912 ⊠ aashish@brown.edu • 🖆 aashishrai3799.github.io

EDUCATION

Brown University 0

Doctor of Philosophy (PhD), Computer Science, Advisor: Srinath Sridhar

National Institute of Technology 0 Bachelor of Technology (B. Tech), ECE,

RESEARCH EXPERIENCE

Meta Reality Labs 0

Researcher/Intern, (Hosted by: Aayush Prakash)

- Proposed a novel 2D representation to solve permutation invariance and unstructured nature of 3D Gaussian Splatting primitives.

- The new representation enables the application of existing 2D image based models on Gaussian Splatting directly.

Robotics Institute, Carnegie Mellon University

Research Assistant (Advisor: Fernando De la Torre)

(in collaboration with Meta Reality Labs)

[Project 2:] - A novel framework to generate realistic 3D Faces by leveraging 2D generative face models. Demonstrated its application in semantic face manipulations and text-based editing in 3D faces.

- Outperformed SOTA in 3D shape reconstruction and preserving the identity of rendered faces.

[Project 1:] - A 3D face generative model to decouple identity and expression and get granular control over expressions and identity.

McGill University

Research Intern (Advisor: Jeremy Cooperstock)

Improved Semantic Face Editing by manipulating the latent space of StyleGAN2.

- Proposed an automated way of disentangling one feature from the other in the latent space by taking orthogonal projection.

- Used multi-class SVM classifier for complex attributes like race, face shape, etc.

Norwegian Biometrics Laboratory, NTNU

Undergraduate Researcher (Advisor: Kishor Upla, Christoph Busch)

Designed an efficient face super-resolution model using progressive residual CNN network.

- Proposed a three module framework to generate 8x images from 8x8, 16x16, 24x24 low resolution images.

- The model outperformed on benchmark datasets CelebA (PSNR: 26.55) and LFW (PSNR: 26.26).

PUBLICATIONS/SUBMISSIONS

- Aashish Rai, Xiaoyan Cong, Angela Xing, Zekun Li, Srinath Sridhar, "GaussUV: Long-Duration Free-Viewpoint Video with Gaussian UV Maps", in submission, 2025.
- Aashish Rai, Dilin Wang, Mihir Jain, Nikolaos Sarafianos, Arthur Chen, Srinath Sridhar, Aayush Prakash, "UVGS: Reimagining Unstructured 3D Gaussian Splatting using UV Mapping", CVPR 2025. [Link]
- Aashish Rai, Srinath Sridhar, "EgoSonics: Generating Synchronized Audio for Silent Egocentric Videos", IEEE/CVF Winter Conference on Applications of Computer Vision (WACV) 2025. [Link]
- Aashish Rai, Hiresh Gupta, Ayush Pandey, Francisco Vicente Carrasco, Shingo Jason Takagi, Amaury Aubel, Dael Kim, Aayush Prakash, Fernando de la Torre, "Towards Realistic Generative 3D Face Models", WACV 2024. [Link]
- Fariborz Teherkhani, Aashish Rai, Shaunak Srivastava, Quankai Gao, Xuanbai Chen, Fernando de la Torre, Steven Song, Aayush Prakash, Daeil Kim, "Controllable 3D Generative Adversarial Face Model via Disentangling Shape and Appearance", WACV 2023. [Link]
- Aashish Rai, Clara Ducher and Jeremy Cooperstock, "Improved Attribute Manipulation in the Latent Space of StyleGAN for Semantic Face Editing," 20th IEEE ICMLA 2021, Pasadena, CA, USA. [Link]
- Aashish Rai, Vishal Chudasama, Kishor Upla, Kiran Raja, Raghavendra Ramachandra and Christoph Busch, "Com-SupResNet: A Compact Super- Resolution Network for Low-Resolution Face Images," 2020 8th International Workshop on Biometrics and Forensics (IWBF), Porto, Portugal, 2020, pp. 1-6. [Link] (Extended version is accepted in IEEE Transactions on Biometrics (T-BIOM))

Providence, RI, USA Fall 2023 - 2028 (expected)

> Surat, India Aug 2017 - June 2021

May 2024 - Dec 2024

Pittsburgh, PA, USA

Sept 2021 - May 2023

May 2020 - Mar 2021

Montreal, Canada / Online

Norway / Online Dec 2019 - May 2020

Burlingame, CA, USA