

# Aashish Rai

Providence, RI 02912

✉ aashish@brown.edu • 📄 aashishrai3799.github.io

## EDUCATION

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- **Brown University** **Providence, RI, USA**  
*Doctor of Philosophy (PhD), Computer Science,*  
Advisor: Srinath Sridhar *Fall 2023 - 2028 (expected)*
- **National Institute of Technology** **Surat, India**  
*Bachelor of Technology (B.Tech), ECE,* *Aug 2017 - June 2021*

## RESEARCH EXPERIENCE

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- **Meta Reality Labs** **Burlingame, CA, USA**  
*Researcher/Intern, (Hosted by: Aayush Prakash)* *May 2024 - Dec 2024*
  - 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** **Pittsburgh, PA, USA**  
*Research Assistant (Advisor: Fernando De la Torre)* *Sept 2021 - May 2023*  
(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** **Montreal, Canada / Online**  
*Research Intern (Advisor: Jeremy Cooperstock)* *May 2020 - Mar 2021*
  - 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** **Norway / Online**  
*Undergraduate Researcher (Advisor: Kishor Upla, Christoph Busch)* *Dec 2019 - May 2020*
  - 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

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- **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**, Hires 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*," 20<sup>th</sup> 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))