

# DANIEL RITCHIE

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<b>EDUCATION</b>	<b>Stanford University</b> PhD, Computer Science Dissertation: <i>Probabilistic Programming for Procedural Modeling and Design</i> Advisors: Pat Hanrahan, Noah Goodman Conferred September 2016	
	<b>Stanford University</b> MS, Computer Science Conferred April 2013	
	<b>University of California Berkeley</b> BA, Computer Science Conferred May 2010	
<b>EMPLOYMENT</b>	<b>Eliot Horowitz Assistant Professor</b> Brown University Computer Science Department	Providence, RI 2021 – Present
	<b>Assistant Professor</b> Brown University Computer Science Department	Providence, RI 2017 – 2021
	<b>Postdoctoral Researcher</b> Stanford University Computer Science Department	Stanford, CA 2016 – 2017
	<b>Research Intern</b> Adobe Creative Technologies Lab	San Francisco, CA Summer 2011
	<b>Graduate Research Assistant</b> Stanford University Computer Science Department	Stanford, CA 2010 – 2016
	<b>Technical Director Intern</b> Pixar Animation Studios	Emeryville, CA Summer 2009
	<b>Software Intern</b> Hewlett-Packard	Roseville, CA Summer 2008

**REFEREED PUBLICATIONS** All publications listed below follow the author order conventions for visual computing (e.g. graphics, vision, machine learning): the first author is the primary implementer (typically a PhD student), and the last author is typically the direct supervisor of the first author and the principal investigator on the project. Middle authors vary in role, with students and interns typically listed before faculty and senior research scientists.

Annotation scheme for publications started while employed at Brown University (July 2017 onwards):

- **Blue bold text**: PhD student at Brown.
- **Purple bold text**: undergraduate or masters student at Brown.
- **Green bold text**: external PhD student whom Daniel mentored.
- **Orange bold text**: external undergraduate or masters student whom Daniel mentored.

**CharacterMixer: Rig-Aware Interpolation of 3D Characters.** [Xiao Zhan](#), [Rao Fu](#), Daniel Ritchie. *Eurographics 2024*.

**PossibleImpossibles: Exploratory Procedural Design of Impossible Structures.** [Yuanbo Li](#), [Tianyi Ma](#), [Zaineb Aljumayyat](#), Daniel Ritchie. *Eurographics 2024*.

**Generalizing Single-View 3D Shape Retrieval to Occlusions and Unseen Objects.** [Qirui Wu](#), Daniel Ritchie, Manolis Savva, Angel X. Chang. *International Conference on 3D Vision (3DV) 2024*.

**Editing Motion Graphics Videos via Motion Vectorization & Transformation.** [Sharon Zhang](#), [Jiaju Ma](#), Daniel Ritchie, Jiajun Wu, Maneesh Agrawala. *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia) 2023*.

**Explorable Mesh Deformation Subspaces from Unstructured 3D Generative Models.** [Arman Maesumi](#), Paul Guerrero, Vladimir Kim, Matthew Fisher, Siddhartha Chaudhuri, Noam Aigerman, Daniel Ritchie. *SIGGRAPH Asia 2023*.

**Improving Unsupervised Visual Program Inference with Code Rewriting Families.** [Aditya Ganeshan](#), [R. Kenny Jones](#), Daniel Ritchie. *ICCV 2023*.

**ShapeCoder: Discovering Abstractions for Visual Programs from Unstructured Primitives.** [R. Kenny Jones](#), Paul Guerrero, Niloy Mitra, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2023*.

**Neurosymbolic Models for Computer Graphics** Daniel Ritchie, Paul Guerrero, [R. Kenny Jones](#), Niloy Mitra, Adriana Schulz, Karl D. D. Willis, Jiajun Wu *Eurographics 2023 State-of-the-Art Report*.

**CLIP-Sculptor: Zero-Shot Generation of High-Fidelity and Diverse Shapes from Natural Language** Aditya Sanghi, [Rao Fu](#), Vivian Liu, Karl D.D. Willis, Hooman Shayani, Amir Hosein Khasahmadi, Srinath Sridhar, Daniel Ritchie *CVPR 2023*.

**Unsupervised 3D Shape Reconstruction by Part Retrieval and Assembly.** [Xianghao Xu](#), Paul Guerrero, Matthew Fisher, Siddhartha Chaudhuri, Daniel Ritchie. *CVPR 2023*.

**ShapeCrafter: A Recursive Text-Conditioned 3D Shape Generation Model** [Rao Fu](#), [Xiao Zhan](#), [Yiwen Chen](#), Daniel Ritchie, Srinath Sridhar *NeurIPS 2022*.

**SHRED: 3D Shape Region Decomposition with Learned Local Operations.** [R. Kenny Jones](#), [Aalia Habib](#), Daniel Ritchie. *SIGGRAPH Asia 2022*.

**The Shape Part Slot Machine: Contact-based Reasoning for Generating 3D Shapes from Parts.** [Kai Wang](#), Srinath Sridhar, Paul Guerrero, Vladimir Kim, Siddhartha Chaudhuri, Minhyuk Sung, Daniel Ritchie. *ECCV 2022*.

**Unsupervised Kinematic Motion Detection for Part-segmented 3D Shape Collections.** [Xianghao Xu](#), [Yifan Ruan](#), Srinath Sridhar, Daniel Ritchie. *SIGGRAPH 2022*.

**The Neurally-Guided Shape Parser: Grammar-based Labeling of 3D Shape Regions with Approximate Inference.** R. Kenny Jones, Aalia Habib, Rana Hanocka, Daniel Ritchie. *CVPR 2022*.

**PLAD: Learning to Infer Shape Programs with Pseudo-Labels and Approximate Distributions.** R. Kenny Jones, Homer Walke, Daniel Ritchie. *CVPR 2022*.

**Learning to Infer Kinematic Hierarchies for Novel Object Instances.** Hameed Abdul-Rashid, Miles Freeman, Ben Abbatematteo, George Konidaris, Daniel Ritchie. *ICRA 2022*.

**Roominoes: Generating Novel 3D Floor Plans From Existing 3D Rooms.** Kai Wang, Xianghao Xu, Leon Lei, Natalie Lindsay, Selena Ling, Angel X. Chang, Manolis Savva, Daniel Ritchie. *Symposium on Geometry Processing (SGP) 2021*.

**ShapeMOD: Macro Operation Discovery for 3D Shape Programs.** R. Kenny Jones, David Charatan, Paul Guerrero, Niloy Mitra, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2021*.

**Inferring CAD Modeling Sequences using Zone Graphs.** Xianghao Xu, Wenzhe Peng, Chin-Yi Cheng, Karl D. D. Willis, Daniel Ritchie. *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2021*.

**Motion Annotation Programs: A Scalable Approach to Annotating Kinematic Articulations in Large 3D Shape Collections.** Xianghao Xu, David Charatan, Sonia Raychaudhuri, Hanxiao Jiang, Mae Heitmann, Vladimir Kim, Siddhartha Chaudhuri, Manolis Savva, Angel X. Chang, Daniel Ritchie. *International Conference on 3D Vision (3DV) 2020*.

**Shape from Tracing: Towards Reconstructing 3D Object Geometry and SVBRDF Material from Images via Differentiable Path Tracing.** Purvi Goel, Loudon Cohen, James Guesman, Vikas Thamizharasan, James Tompkin, Daniel Ritchie. *International Conference on 3D Vision (3DV) 2020*.

**ShapeAssembly: Learning to Generate Programs for 3D Shape Structure Synthesis.** R. Kenny Jones, Theresa Barton, Xianghao Xu, Kai Wang, Ellen Jiang, Paul Guerrero, Niloy Mitra, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia) 2020*.

**GANHopper: Multi-Hop GAN for Unsupervised Image-to-Image Translation.** Wallace Lira, Johannes Merz, Daniel Ritchie, Daniel Cohen-Or, Hao Zhang. *European Conference on Computer Vision (ECCV) 2020*.

**Learning Generative Models of 3D Structures.** Siddhartha Chaudhuri, Daniel Ritchie, Jiajun Wu, Kai Xu, Hao Zhang. *Eurographics 2020 State-of-the-Art Report*.

**Learning Style Compatibility Between Objects in a Real-World 3D Asset Database.** Yifan Liu, Ruolan Tang, Daniel Ritchie. *Pacific Graphics 2019*.

**PlanIT: Planning and Instantiating Indoor Scenes with Relation Graph and Spatial Prior Networks.** Kai Wang, Yu-an Lin, Ben Weissmann, Manolis Savva, Angel X. Chang, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2020*.

of SIGGRAPH) 2019.

**Fast and Flexible Indoor Scene Synthesis via Deep Convolutional Generative Models.** Daniel Ritchie, **Kai Wang**, **Yu-an Lin**. *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2019*.

**Learning to Describe Scenes with Programs.** **Yunchao Liu**, Zheng Wu, Daniel Ritchie, William T. Freeman, Joshua B. Tenenbaum, Jiajun Wu. *International Conference on Learning Representations (ICLR) 2019*.

**Learning to Infer Graphics Programs from Hand-Drawn Images.** **Kevin Ellis**, Daniel Ritchie, Armando Solar-Lezama, Joshua B. Tenenbaum. *Conference on Neural Information Processing Systems (NeurIPS) 2018*. SPOTLIGHT PRESENTATION.

**Improving Shape Deformation in Unsupervised Image-to-Image Translation** **Aaron Gokaslan**, **Vivek Ramanujan**, Daniel Ritchie, Kwang In Kim, James Tompkin. *European Conference on Computer Vision (ECCV) 2018*.

**Deep Convolutional Priors for Indoor Scene Synthesis** **Kai Wang**, Manolis Savva, Angel X. Chang, Daniel Ritchie. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2018*.

**ScanComplete: Large-Scale Scene Completion and Semantic Segmentation for 3D Scans** Angela Dai, Daniel Ritchie, Martin Bokeloh, Scott Reed, Jürgen Sturm, Matthias Nießner. *IEEE Conference on Computer Vision and Pattern Recognition (CVPR) 2018*.

**Example-based Authoring of Procedural Modeling Programs with Structural and Continuous Variability** Daniel Ritchie, Sarah Jobalia, Anna Thomas *Proceedings of Eurographics 2018*.

**An Improved Training Procedure for Neural Autoregressive Data Completion.** Maxime Voisin, Daniel Ritchie. *NIPS 2017 Bayesian Deep Learning Workshop*.

**Neurally-Guided Procedural Models: Amortized Inference for Procedural Graphics Programs using Neural Networks.** Daniel Ritchie, Anna Thomas, Pat Hanrahan, Noah D. Goodman. *Conference on Neural Information Processing Systems (NIPS) 2016*.

**C3: Lightweight Incrementalized MCMC for Probabilistic Programs using Continuations and Callsite Caching.** Daniel Ritchie, Andreas Stuhlmüller, Noah D. Goodman. *International Conference on Artificial Intelligence and Statistics (AISTATS) 2016*.

**Controlling Procedural Modeling Programs with Stochastically-Ordered Sequential Monte Carlo.** Daniel Ritchie, Ben Mildenhall, Noah D. Goodman, and Pat Hanrahan. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2015*.

**Generating Design Suggestions under Tight Constraints with Gradient-based Probabilistic Programming.** Daniel Ritchie, Sharon Lin, Noah D. Goodman, and Pat Hanrahan. *Proceedings of Eurographics 2015*. BEST PAPER HONORABLE MENTION.

**Quicksand: A Lightweight Embedding of Probabilistic Programming for Procedural Modeling and Design.** Daniel Ritchie. *The 3rd NIPS Workshop on Probabilistic Programming, 2014.*

**First-class Runtime Generation of High-performance Types using Exotypes.** Zach Devito, Daniel Ritchie, Matthew Fisher, Alex Aiken, and Pat Hanrahan. *Programming Language Design and Implementation (PLDI) 2014.*

**Probabilistic Color-by-Numbers: Suggesting Pattern Colorizations Using Factor Graphs.** Sharon Lin, Daniel Ritchie, Matthew Fisher, and Pat Hanrahan. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2013.*

**Example-based Synthesis of 3D Object Arrangements.** Matthew Fisher, Daniel Ritchie, Manolis Savva, Thomas Funkhouser, and Pat Hanrahan. *ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia) 2012.*

**d.tour: Style-based Exploration of Design Example Galleries.** Daniel Ritchie, Ankita Arvind Kejriwal, and Scott R. Klemmer. *ACM Symposium on User Interface Software and Technology (UIST) 2011.*

**Dynamic Local Remeshing for Elastoplastic Simulation.** Martin Wicke, Daniel Ritchie, Bryan M. Klingner, Sebastian Burke, Jonathan R. Shewchuk, and James F. O'Brien. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2010.*

**Interactive Simulation of Surgical Needle Insertion and Steering.** Nuttapong Chentanez, Ron Alterovitz, Daniel Ritchie, Lita Cho, Kris K. Hauser, Ken Goldberg, Jonathan R. Shewchuk, and James F. O'Brien. *ACM Transactions on Graphics (Proceedings of SIGGRAPH) 2009.*

## TECHNICAL REPORTS

**Learning Body-Aware 3D Shape Generative Models.** Bryce Blinn, Alexander Ding, R. Kenny Jones, Manolis Savva, Srinath Sridhar, Daniel Ritchie. *arXiv:2112.07022, 2021.*

**Deep Amortized Inference for Probabilistic Programs.** Daniel Ritchie, Paul Horsfall, Noah D. Goodman. *arXiv:1610.05735, 2016.*

## INVITED TALKS

**Neurosymbolic Models for 3D Content Creation**  
ICCV, *AI for 3D Content Creation Workshop* October 2023

**Inferring Programs for 3D Shapes without Supervision**  
ICCV, *SHARP Workshop - Solving CAD History and pArAmeters Recovery from Point clouds and 3D scans* October 2023

**Neurosymbolic Models for 3D Generative AI**  
ICML, *The Role of Generative AI in Shaping the Next Generation of the Metaverse* July 2023

**Learning to Represent Shapes as Programs**  
Symposium on Geometry Processing, *Summer School* July 2022

**Programs as Representations for Inferring and Generating 3D Structures**  
Cornell University, *Graphics/Vision Seminar* March 2022

**Conversations with Research Pioneers: Daniel Ritchie**  
Unity Technologies, *Conversations with Research Pioneers* December 2021

**AI-assisted 3D Content Creation: Successes, Challenges, & Opportunities**  
Roblox, *Research Colloquium* December 2021

**Learning to Infer and Generate Programs for 3D Shapes and Scenes**  
ICCV, *Holistic Structures for 3D Vision Workshop* October 2021  
ICCV, *Structural and Compositional Learning on 3D Data Workshop* October 2021

**Neurosymbolic Generative Models for Structured 3D Content**  
3DGV, *3D Geometry and Vision Seminar* February 2021

**Learning Neurosymbolic 3D Models**  
PROBPROG, *International Conference on Probabilistic Programming* March 2020

**Everything You Need to Know About Deep Fakes**  
Full Stack at Brown, *Hack@Home* October 2020

**Neurosymbolic 3D Models: Learning to Generate 3D Shape Programs**  
GAMES, *Graphics and Mixed Environment Seminar* August 2020

**Toward Synthesizing Training Data for 3D Scene Understanding**  
CVPR, *3D Scene Understanding Workshop* June 2020

**From Neural to Neurosymbolic 3D Modeling**  
CVPR, *Neurosymbolic Visual Learning & Program Induction Workshop* June 2020

**Neurosymbolic 3D Models**  
MIT, *Vision Seminar* March 2020

**Learning to Generate 3D Structures**  
Brown Department of Biostatistics, *Deep Learning Seminar* February 2020

**Deep Learning for Graph(ic)s**  
Simon Fraser University, *Visual Computing Group* December 2019

**Learning to Generate Visual Structures**  
Carney Institute for Brain Science, *Lunch Seminar* October 2019

**Indoor Scene Synthesis: Past, Present, and Future**  
Shenzhen University, *Visual Computing Summer School* July 2019

**Probabilistic Programming**  
Brown ICERM, *Computer Vision Semester Program* February 2019

**Virtual Indoor Scene Synthesis: Past, Present, and Future**  
MIT, *Graphics Lunch* December 2018

**Toward Style-Aware Generative Models of Virtual Indoor Scenes**  
Wayfair LLC, *Computer Vision / Data Science Team* December 2018

**Visual Program Induction**  
Brown Applied Math, *Pattern Theory Seminar* November 2018

**Probabilistic Programming for Computer Graphics** October 2018  
MIT, *PROBPROG 2018*

**Learning Procedural Modeling Programs from Examples** April 2018  
MIT, *New England Symposium on Graphics*  
Microsoft Research Cambridge, *New England Machine Learning Day* May 2018

**Learning from Large-Scale Synthetic 3D Scene Data** March 2018  
Brown University Data Science Initiative, *Datathon*

**Inferring Graphics Programs** February 2018  
University of Washington, *ML+PL Workshop*

**Learning and Inferring Graphics Programs** September 2017  
MIT, *Vision Seminar*

**Creative AI for Computer Graphics (It's More Than Just Style Transfer)** January 2017  
Google Brain, *Magenta Group*

**Probabilistic Programming for Procedural Modeling and Design**  
Adobe Systems, *Creative Technologies Lab* March 2016  
Brown University, *Computer Science Department* February 2016  
Harvey Mudd College, *Computer Science Department* February 2016  
Yale University, *Computer Science Department* February 2016

**PANELIST** Advances in Software for Approximate Bayesian Inference. *NIPS 2016 Workshop on Advances in Approximate Bayesian Inference.*

**TUTORIALS & WORKSHOPS** **3D Vision and Modeling Challenges in eCommerce** October 2023  
Angel Chang, Jasmine Collins, Huan Fu, Francesca Gil-Ureta, Erhan Gundogdu, Yiming Qian, Daniel Ritchie, Javier Romero, Jian Wang, Fenggen Yu, Xu Zhang  
ICCV 2023 Workshop

**Learning to Generate 3D Shapes and Scenes** October 2022  
Kai Wang, Akshay Gadi Patil, Angel X. Chang, Paul Guerrero, Daniel Ritchie, Manolis Savva  
ECCV 2022 Workshop

**Machine Learning in Computational Design** September 2022  
Andrew Spielberg, Caitlin Mueller, Lydian Chilton, Rafael Gomez-Bombarelli, Vladimir Kim, Daniel Ritchie  
ICML 2022 Workshop

**Learning to Generate 3D Shapes and Scenes** June 2021  
Manyi Li, Zhenpei Yang, Angel X. Chang, Siddhartha Chaudhuri, Daniel Ritchie, Manolis Savva  
CVPR 2021 Workshop

**Synthetic 3D Scene Datasets: Needs & Opportunities** August 2020  
Daniel Ritchie, Angel Chang, Manolis Savva  
SIGGRAPH 2020 Birds of a Feather

**Learning 3D Generative Models** June 2020  
Daniel Ritchie, Florian Golemo, Angel Chang, Siddhartha Chaudhuri, Aaron Courville,  
Qixing Huang, Derek Nowrouzezahrai, Pedro O. Pinheiro, Sai Rajeswar, Manolis Savva,  
David Vasquez, Kai Xu, Hao Zhang  
CVPR 2020 Workshop

**3D Scene Generation** June 2019  
Angel Chang, Qixing Huang, Daniel Ritchie, Manolis Savva  
CVPR 2019 Workshop

**Learning Generative Models of 3D Structures** May 2019  
Siddhartha Chaudhuri, Daniel Ritchie, Kai Xu, Hao Zhang  
Eurographics 2019 Tutorial

## TEACHING

**Instructor** Fall 2021 – 2023  
Brown CSCI 1230: Introduction to Computer Graphics

**Instructor** Fall 2018 – 2020  
Brown CSCI 1470/2470: Deep Learning

**Instructor** Spring 2018 – 2023  
Brown CSCI 2240: Advanced Computer Graphics

**Instructor** Fall 2017  
Brown CSCI 2951-W: Creative Artificial Intelligence for Computer Graphics

**Instructor** Summer 2016  
DARPA Probabilistic Programming for Advanced Machine Learning Summer School

**Course Assistant** Spring 2014  
Stanford CS 348b: Image Synthesis Techniques

**Course Assistant** Fall 2011  
Stanford CS 148: Introduction to Computer Graphics and Imaging

**Graduate Student Instructor** Fall 2009, Spring 2010  
UC Berkeley CS 184: Foundations of Computer Graphics

**Student Facilitator** Spring 2009 – Spring 2010  
UC Berkeley Undergraduate Graphics Group

**Tutor** Fall 2008  
UC Berkeley Self-Paced Center

## RESEARCH MENTORING

**Current Students**

Russell (Kenny) Jones	Brown CS PhD
Xianghao Xu	Brown CS PhD
Aditya Ganeshan	Brown CS PhD
Arman Maesumi	Brown CS PhD



Maxim Gumin	Brown CS PhD
Yuanbo Li	Brown CS ScM (expected 2024)
Renhao (Norman) Zhang	Brown CS ScM (expected 2024)
Luca Fonstad	Brown CS ScM (expected 2024)
Zihan Zhu	Brown CS ScM (expected 2025)
Junyu Liu	Brown CS ScM (expected 2025)
Ruiqi (Ray) Xu	Brown CS ScM (expected 2025)
Alex Ding	Brown CS Undergrad (expected 2024)
Anh Truong	Brown CS Undergrad (expected 2024)
Jay Sarva	Brown CS Undergrad (expected 2024)
Krishi Saripalli	Brown CS Undergrad (expected 2024)
Neil Xu	Brown CS Undergrad (expected 2024)
Do Heon (Bryan) Han	Brown CS Undergrad (expected 2024)
Stewart Morris	Brown CS Undergrad (expected 2025)
Alex Wang	Brown CS Undergrad (expected 2024)
Zack Amiton	Brown CS Undergrad (expected 2025)
Sarah Roberts	Brown CS Undergrad (expected 2024)
Cal Nightingale	Brown CS Undergrad (expected 2024)
Coco Kaleel	Brown CS Undergrad (expected 2024)
Chloe Yeh	Brown CS Undergrad (expected 2024)
Jean Yoo	Brown CS Undergrad (expected 2025)
Ryan Huang	Brown CS Undergrad (expected 2026)

### **Alumni**

Kai Wang <i>Next position: Postdoc, Amazon</i>	Brown CS PhD 2023
Yifan Ruan <i>Next position: Phd Student, University of Toronto</i>	Brown CS Undergrad 2023

Xiao (Sean) Zhan <i>Next position: PhD Student, MIT</i>	Brown CS Undergrad 2023
Paul Biberstein <i>Next position: PhD Student, UPenn</i>	Brown CS Undergrad 2023
Adrian Chang <i>Next position: Vision Systems, Inc.</i>	Brown CS Undergrad 2023
David Han <i>Next position: Roblox</i>	Brown CS Undergrad 2023
Alana White <i>Next position: Netflix</i>	Brown CS Undergrad 2023
Adam Wang <i>Next position: Five Rings</i>	Brown CS Undergrad 2023
Bryce Blinn <i>Next position: PhD Student, USC</i>	Brown CS Undergrad + ScM 2022
Yuchen Zhou <i>Next position: Amazon</i>	Brown CS ScM 2022
Zhouqi Gong <i>Next position: Amazon</i>	Brown CS ScM 2022
Joshua Pierce <i>Next position:</i>	Brown CS ScM 2022
Caleb Trotz <i>Next position: Goldman Sachs</i>	Brown CS Undergrad 2022
Aalia Habib <i>Next position: Adobe</i>	Brown CS Undergrad 2022
Vikas Thamizharasan <i>Next position: R&amp;D Engineer, Activision</i>	Brown CS ScM 2022
Xiangyu Li <i>Next position:</i>	Brown CS ScM 2021
Selena Ling <i>Next position: PhD Student, University of Toronto</i>	Brown CS ScM 2021
David Charatan <i>Next position: Common Sense Machines</i>	Brown CS Undergrad 2021
Andrew Peterson <i>Next position: Disney Animation</i>	Brown CS Undergrad + ScM 2021
Maggie Wu <i>Next position: Microsoft</i>	Brown CS Undergrad 2021

Homer Walke <i>Next position: PhD Student, UC Berkeley</i>	Brown CS Undergrad 2021
Theresa Barton <i>Next position: The New York Times</i>	Brown CS ScM 2021
Naveen Srinivasan <i>Next position: Amazon Lab126</i>	Brown CS Undergrad 2020
Brian Oppenheim <i>Next position: Google</i>	Brown CS Undergrad 2020
Brad Guesman <i>Next position: NVIDIA</i>	Brown CS Undergrad 2020
Miles Freeman <i>Next position: Winnie</i>	Brown CS Undergrad 2020
Siqi Wang <i>Next position: PhD Student, Boston University</i>	Brown CS ScM 2020
Loudon Cohen <i>Next position: NVIDIA</i>	Brown CS Undergrad + ScM 2020
Purvi Goel <i>Next position: PhD Student, Stanford University</i>	Brown CS Undergrad + ScM 2020
Natalie Lindsay <i>Next position: Apple</i>	Brown CS Undergrad + ScM 2020
Leon Lei <i>Next position: Amazon</i>	Brown CS Undergrad + ScM 2020
Ellen Jiang <i>Next position: Google Brain</i>	Brown CS Undergrad 2020
Ruolan Tang <i>Next position: Two Sigma</i>	Brown CS ScM 2019
Ben Weissmann <i>Next position: Down Dog</i>	Brown CS Undergrad 2019
Mae Heitmann <i>Next position: AirBnB</i>	Brown CS Undergrad 2019
Montana Fowler <i>Next position: PhD Student, UC Santa Cruz</i>	Brown CS Undergrad 2019
Yu-An (Andy) Lin <i>Next position: Microsoft</i>	Brown ECE ScM 2018
Yifan Liu <i>Next position: Google</i>	Brown CS ScM 2018

Shreya Shankar Stanford CS Undergrad 2019  
*Next position: Machine Learning Engineer, Viaduct*

Maxime Voisin Stanford MS&E MS 2018  
*Next position: Research Assistant, Stanford University*

Anna Thomas Stanford CS Undergrad 2018  
*Next position: Masters Student, University of Cambridge (Churchill Scholar)*

Sarah Jobalia Stanford CS MS 2018  
*Next position: Microsoft*

Ben Mildenhall Stanford CS Undergrad 2015  
*Next position: PhD Student, UC Berkeley*

### Visitors

Rio Aguina-Kang Visiting Undergraduate Researcher Summer 2023  
*Home institution: UCSD*

Imani Finkley Visiting Undergraduate Researcher Summer 2022  
*Home institution: Cornell University*

Hameed Abdul-Rashid Visiting Undergraduate Researcher Summer 2019  
*Home institution: University of Southern Mississippi*

### External Thesis Committees

Wenzhe Peng 2022  
*MIT Department of Architecture*

### FUNDING

**NSF CISE-ANR HCC Small #2315354** 10/2023 - 09/2026  
Learning to Translate Freehand Design Drawings into Parametric CAD Programs  
Co-PI: Adrien Bousseau (INRIA). \$599,999

**Adobe Inc.** 2020 – 2023  
Unrestricted Gifts  
Sole PI. \$119,000

**NSF REU Site #2150184** 03/2022 – 02/2025  
Artificial Intelligence for Computational Creativity  
Sole PI. \$313,000

**Google exploreCSR** 2021 – 2023  
Unrestricted Gift  
Co-PIs: James Tompkin, Jeff Huang, Amy Greenwald. \$18,000

**Autodesk Inc.** 2020 – 2023  
Unrestricted Gifts  
Sole PI. \$120,000

**NSF CCRI Planning #2016532** 10/2020 – 03/2024  
A Community-Standard, Large-Scale Synthetic 3D Scene Dataset for Scene Analysis and Synthesis  
Sole PI. \$50,000

**NSF CAREER #1941808** 04/2020 – 03/2025  
Learning Neurosymbolic 3D Models  
Sole PI. \$549,999

**NSF CHS Small #1907547** 10/2019 – 06/2024  
Learning to Automatically Design Interior Spaces  
Sole PI. \$498,333

**DARPA GAILA HR00111990064** 07/2019 – 12/2020  
Cognitively-Motivated Word Learning in Embodied Virtual Agents  
Co-PIs: Ellie Pavlick, Roman Fieinan, Stefanie Tellex, Carsten Eickhoff. \$954,509

**Brown University OVPR Research Seed Fund Award** 2019  
Building a Large Dataset of Articulated 3D Object Models  
Sole PI. \$42,500

**NSF CRII #1753684** 05/2018 – 04/2021  
Learning Procedural Modeling Programs for Computer Graphics from Examples  
Sole PI. \$175,000

<b>AWARDS &amp; HONORS</b>	Eliot Horowitz Assistant Professorship	2021
	NSF CAREER Award	2020
	Eurographics Best Paper Honorable Mention	2015
	Stanford Graduate Fellowship	2010
	UC Berkeley EECS Departmental Citation	2010
	UC Berkeley Computer Science Highest Achievement Award	2010
	CRA Outstanding Undergraduate Researcher Honorable Mention	2010
	UC Berkeley Edward Frank Kraft Scholarship	2007

**PROFESSIONAL SERVICE** **Program Committee Member / Area Chair**

SIGGRAPH: 2021, 2022  
SIGGRAPH Asia: 2018, 2019, 2023  
SIGGRAPH Asia Courses: 2020  
NeurIPS: 2019  
ICLR: 2021, 2023  
Eurographics: 2020 – 2024

**Conflict of Interest Coordinator**  
SIGGRAPH Asia: 2020

**Conference Proceedings Reviewer**  
SIGGRAPH: 2016 – 2023  
SIGGRAPH Asia: 2016 – 2023  
CVPR: 2019 – 2024  
UIST: 2016  
NeurIPS: 2016, 2018, 2019  
Eurographics: 2017 – 2019  
Graphics Interface: 2019

ICCV: 2019, 2021  
ECCV: 2020  
ICML: 2018  
ICLR: 2018

**Journal Editor**

Computer Graphics Forum (Associate Editor): 2021 – 2024  
IEEE TVCG (Associate Editor): 2023 –

**Journal Reviewer**

ACM TOG: 2019, 2022  
IEEE TVCG: 2016, 2019, 2021  
Computer Graphics Forum: 2017, 2020, 2022  
Pattern Recognition: 2019  
Computer Aided Design: 2016  
Transactions on Games: 2020  
IEEE TPAMI: 2022

**Grant Reviewer**

NSF Proposal Reviewer: 2018, 2020, 2021

**Other Reviews**

SIGGRAPH Thesis Fast Forward: 2024

<b>DEPARTMENT SERVICE</b>	PhD Admissions Committee Member	2017 – 2023
	Diversity & Inclusion Committee Chair	2021 – 2023
	Diversity & Inclusion Committee Member	2021 –
<b>PATENTS</b>	<b>Methods and Apparatus for Comic Creation</b> (US 20130073952 A1)	
<b>FILM CREDITS</b>	<b>Day &amp; Night</b>	2010
	Pixar Animation Studios <i>Shading Technical Director</i>	