

RESEARCH SCIENTIST COMPUTER VISION/GRAPHICS

CONTACT

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ABOUT ME

I'm a researcher at Stability AI. I worked at Unity Technologies before and completed my PhD at the University of Tübingen in the computer graphics group of Prof. Hendrik Lensch. My research interests lie at the intersection of machine learning and computer graphics, focusing mainly on inferring physical properties (shape, material, illumination) from images.

EDUCATION

Doctor of Philosophy (PhD)

Jun. 2018 - Mar. 2023 University of Tübingen, Germany Advisor: Prof. Hendrik Lensch Grade: Summa Cum Laude

Master of Science (MSc)

Feb. 2016 - Apr. 2018 University of Tübingen, Germany

Bachelor of Science (BSc)

Sep. 2012 - Feb. 2016 Osnabrück University of Applied Sciences, Germany

WORK EXPERIENCE

Research Scientist - Stability AI - Germany Jan. 2024 - present

Senior Research Scientist - Unity Technologies - Germany Sep. 2022 - Jan. 2024

Student Researcher - Google - Germany Jun. 2021 - Apr. 2022

Research Intern - NVIDIA - Westford, MA Apr. 2019 - Jul. 2019

Android Developer - zahlz - Osnabrück, Germany Jul. 2015 - Jun. 2017

SELECTED PUBLICATIONS

SAMURAI: Shape And Material from Unconstrained Real-world Arbitrary Image collections

Dec. 2022 - NeurIPS - Mark Boss, Andreas Engelhardt, Abhishek Kar, Yuanzhen Li, Deqing Sun, Jonathan T. Barron, Hendrik P. A. Lensch, Varun Jampani

Neural-PIL: Neural Pre-Integrated Lighting for Reflectance Decomposition

Dec. 2021 - NeurIPS - Mark Boss, Varun Jampani, Raphael Braun, Ce Liu, Jonathan T. Barron, Hendrik P. A. Lensch

NeRD: Neural Reflectance Decomposition from Image Collections

Oct. 2021 - ICCV - Mark Boss, Raphael Braun, Varun Jampani, Jonathan T. Barron, Ce Liu, Hendrik P. A. Lensch

Two-shot Spatially-varying BRDF and Shape Estimation

Jun. 2020 - CVPR - Mark Boss, Varun Jampani, Kihwan Kim, Hendrik P. A. Lensch, Jan Kautz