

Kiran Chhatre

🏠 White Collar Factory, London EC1Y 8AF, United Kingdom

✉ chhatre@kth.se • 📞 +46-072-2901179 • 🌐 chhatrekiran.github.io • 📧 MBKzL6kAAAAJ • 📁 kiranchhatre • in kiranchhatre

INTERESTS	Video Generation, Vision Language Models, 3D Humans, Synthetic 3D/4D Data, Semantic Segmentation	
EDUCATION	KTH Royal Institute of Technology Ph.D. in Computer Science, Stockholm Sweden • Advisors: Prof. Christopher Peters, Prof. Jonas Beskow	Jan 2021 – Present
	RWTH Aachen University M.Sc. in Mechanical Engineering, Aachen Germany • Advisor: Prof. Mikhail Itskov	Sep 2017 – Oct 2020
	COEP Technological University B.Tech. in Mechanical Engineering, Pune India • Advisors: Prof. Prashant Kumar, Prof. Raju Ladhwe	Jul 2010 – May 2014
INTERNSHIP	Adobe Research Research Scientist Intern, Graphics & 3D Imaging Research, London UK Research Ph.D. Intern, Multimodal Content Group, Bengaluru India	Jul 2025 – Present Apr 2024 – Jul 2024
	Sony Collaborator, Sony AI (AI for Creators), Remote Ph.D. Intern, Sony CSL (Human Augmentation), Kyoto Japan & Remote	Dec 2025 – Present Apr 2025 – Present
	Electronic Arts Ph.D. Intern, SEED, Stockholm Sweden	Oct 2024 – Mar 2025
	Max Planck Institute for Intelligent Systems Guest Scientist, Perceiving Systems, Tübingen Germany	Sep 2022 – Dec 2024
	Ubisoft Ph.D. Intern, La Forge, Bordeaux France	Mar 2022 – Jun 2022
	IBM Research Machine Learning Intern, Watson Studio, Böblingen Germany	Apr 2019 – Sep 2019
	Dassault Systèmes CAE Developer Intern, SIMULIA, Aachen Germany	Jul 2018 – Mar 2019
	ITA Technologietransfer GmbH Robotics Developer Intern, Aachen Germany	Apr 2018 – Mar 2019
	Alfa Laval Summer Intern, Pune India	Jun 2013 – Jul 2013
	Tata Steel Summer Intern, Pune India	May 2012 – Jul 2012
PROFESSIONAL	Lawrence Berkeley National Laboratory Research Affiliate, Transportation Initiative (BEAM), Berkeley CA USA	Nov 2019 – Oct 2020
	Dassault Systèmes Solutions Lab CATIA Specialist, Pune India	Dec 2015 – Aug 2017
	Autocop Telematics Mechanical Design Engineer, Bengaluru India	Jul 2014 – Nov 2015
PUBLICATIONS * CO-FIRST AUTHOR	K. Chhatre , C. Peters, and S. Karanam, “Learning 3D Texture-Aware Representations for Parsing Diverse Human Clothing and Body Parts,” <i>Association for the Advancement of Artificial Intelligence (AAAI)</i> , 2026. K. Chhatre , R. Guaresse, A. Matvienko, and C. Peters, “Evaluation of Generative Models for Emotional 3D Animation Generation in VR,” <i>Frontiers in Computer Science – Human-Media Interaction</i> , 2025.	

A.S. Penamakuri*, **K. Chhatre***, and A. Jain, “Audiopedia: Audio QA with Knowledge,” *IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)* – **Oral**, 2025.

K. Chhatre, R. Daněček, N. Athanasiou, G. Becherini, C. Peters, M.J. Black, and T. Bolkart, “AMUSE: Emotional Speech-Driven 3D Body Animation via Disentangled Latent Diffusion,” *IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, 2024.

R. Daněček, **K. Chhatre**, S. Tripathi, Y. Wen, M.J. Black, and T. Bolkart, “EMOTE: Emotional Speech-Driven Animation with Content-Emotion Disentanglement,” *ACM SIGGRAPH Asia Conference Papers*, 2023.

OTHER PUBLICATIONS & PATENTS

* CO-FIRST AUTHOR

R. Nagy, H. Voss, T. Hoang-Ming, M. Tsakov, T. Nikolov, Z. Zhang, T. Ao, S. Yang, S. Huang, Y. Cheng, MH. Mughal, R. Dabral, **K. Chhatre**, C. Theobalt, L. Liu, S. Kopp, R. McDonnell, M. Neff, T. Kucherenko, Y. Yoon, and GE. Henter, “Towards Reliable Human Evaluations in Gesture Generation: Insights from a Community-Driven State-of-the-Art Benchmark,” *arXiv preprint arXiv:2511.01233*, 2025.

K. Chhatre and S. Karanam, “Systems and Methods for Image Segmentation using Three-Dimensional Image Features” *U.S. Patent Application No. 19/284,065*, 2025.

H. Du, **K. Chhatre**, C. Peters, B. Keegan, R. McDonnell, and C. Ennis, “Synthetically Expressive: Evaluating gesture and voice for emotion and empathy in VR and 2D scenarios,” *ACM International Conference on Intelligent Virtual Agents (IVA)* – **Best Paper Award**, 2025.

K. Chhatre, R. Guarese, A. Matviienko, and C. Peters, “Evaluating Speech and Video Models for Face-Body Congruence,” *ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games (I3D)* – Poster, 2025.

K. Chhatre, S. Feygin, C. Sheppard, and R. Waraich, “BEAMBayesOpt: Parallel Bayesian Optimization of Agent-Based Transportation Simulation,” *Springer Nature International Conference on Machine Learning, Optimization, and Data Science (LOD)* – **Special Mentions**, 2022.

A. Deichler*, **K. Chhatre***, J. Beskow, and C. Peters, “Spatio-temporal priors in 3D human motion,” *IEEE International Conference on Development and Learning StEPP – Workshop*, 2021.

T. Stojanovski, H. Zhang, E. Frid, **K. Chhatre**, C. Peters, I. Samuels, P. Sanders, J. Partanen, and D. Lefosse, “Rethinking Computer-Aided Architectural Design (CAAD) – From Generative Algorithms and Architectural Intelligence to Environmental Design and Ambient Intelligence,” *Springer Nature International Conference on Computer-Aided Architectural Design Futures (CAAD Futures)*, 2021.

INVITED TALKS & PARTICIPATION

AstraZeneca (hosted by Arthur Lewis), Stockholm Sweden	Dec 2025
Indian Institute of Science Education and Research (hosted by Prof. Amit Apte), Pune India	Jun 2025
University of Tokyo (hosted by Prof. Jun Rekimoto), Tokyo Japan	May 2025
Sony AI (hosted by Takashi Shibuya), Kyoto Japan	Apr 2025
International Computer Vision Summer School (ICVSS), Sicily Italy	Jul 2024
Indian Institute of Science (hosted by Prof. Rajiv Soundararajan), Bengaluru India	Jun 2024
Eurographics – CLIPE workshop, Limassol Cyprus	Apr 2024
Trinity College Dublin (hosted by Prof. Carol O’Sullivan), Dublin Ireland	Feb 2024
Google DeepMind Research Week, Bengaluru India	Feb 2024
Current trends in virtual humans, Universitat Politècnica de Catalunya Barcelona Tech (UPC)	Sep 2022
Summer School on Virtual Humans, University of Cyprus	Sep 2021
TEDxKTH Salon: AI – what should we focus on? Stockholm Sweden	May 2021
Contrastive Learning for Visual Representations, KTH AI Society, Stockholm Sweden	Apr 2021
Data-driven motion synthesis, KTH AI Society, Stockholm Sweden	Mar 2021

ACADEMIC AWARDS

ACM IVA Best Paper Award	2025
Marie Skłodowska-Curie Action fellowship (CLIPE Project), KTH	2021 – 2024
Swedish Karl Engvers Foundation scholarship, KTH	2021
Lawrence Berkeley National Laboratory fellowship	2019 – 2020
German National Hans Hermann Voss Foundation scholarship, RWTH Aachen University	2019 – 2020
DAAD travel grant for IAESTE internship, Qatar University – KINDI Computing Research	2019
Government of India scholarship, RWTH Aachen University	2017 – 2019

ACADEMIC SERVICES

IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)	2024, 2026
International Conference on Learning Representations (ICLR)	2025 – 2026
Annual Conference of the European Association for Computer Graphics (EUROGRAPHICS)	2024, 2026
Neural Information Processing Systems (NeurIPS)	2025

Association for the Advancement of Artificial Intelligence (AAAI)	2025
IEEE/CVF International Conference on Computer Vision (ICCV)	2025
ACM SIGGRAPH	2025
ACM SIGGRAPH Asia	2024 – 2025
Pattern Recognition	2025 – 2026
IEEE Transactions on Visualization and Computer Graphics (TVCG)	2026
ACM Transactions on Graphics (TOG)	2026
IEEE Transactions on Affective Computing (TAFFC)	2025 – 2026
IEEE International Symposium on Mixed and Augmented Reality (ISMAR)	2024 – 2025
International Conference on Autonomous Agents and Multiagent Systems (AAMAS)	2022 – 2024
International Conference on Machine Learning, Optimization, and Data Science (LOD)	2022 – 2023
IEEE Conference on Games (CoG)	2021
ACM International Conference on Intelligent Virtual Agents (IVA)	2021, 2025

TEACHING	DH2323 Computer Graphics and Interaction	Spring 2021, 2023, 2025
	DD2380 Artificial Intelligence	Autumn 2021, 2023, 2024
	DM1590 Machine Learning for Media Technology	Spring 2022
	DD2437 Artificial Neural Networks and Deep Architectures	Autumn 2021
	DD2421 Machine Learning	Autumn 2021

STUDENTS MENTORED	Jinshi Ding, M.Sc. in Software Engineering of Distributed Systems, KTH (2026 Winter – Present)	
	Benhou Li, M.Sc. in Computer Science, KTH (2025 Winter) → Gameplay Programmer, ByteDance	
	B. Li, “GAINS: Human Gaussian Animation Synthesis from Input Speech” <i>Dissertation</i> , 2025.	
	Peiyang Zheng, M.Sc. in Computer Science, KTH (2024 Summer) → LLM SDE, Zeekr Technology Europe	
	Simon Wanna, B.Sc. in Media Technology, KTH (2023 Summer – 2024 Spring) → Intern, Scania AB	
Tom Boustedt, B.Sc. in Media Technology, KTH (2023 Summer – 2024 Spring) → RA, Uni. of Washington		

SKILLS	Programming & Distributed Systems: Python, PyTorch, PyTorch3D, Ray Scale, AWS, \LaTeX , Git, FFmpeg
	Physics & Rendering: Blender/bpy, Bullet Physics, SMPL-X, Unreal Engine, OptiTrack
	Multi-agent systems: BEAM, automl/SMAC3
	Robotics: ABB RobotStudio, KUKA Robot Language
CAE: CATIA, Simulia, Modelica	

[CV compiled on 2026-01-12]