

Devikalyan Das

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🌐 <https://devikalyandas.github.io/>



Summary

I am a **Masters in Visual Computing** student at Universität des Saarlandes with a background in **3D vision and graphics** and 2+ years of **industrial experience**. I have completed my masters thesis in a joint collaboration between **CVMP Lab** at Saarland University and **MPI Informatics** under the guidance of Prof. Dr. Eddy Ilg and Dr Jan Eric Lenssen. For my thesis, I have developed an approach for the 3D reconstruction of dynamic objects from videos captured in a strictly monocular setup, which will enhance the content creation in AR and VR applications.

Education

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|------------|--|-------------------------|
| Oct 2020 | M.Sc. in Visual Computing | GPA: 1.5 |
| - Present | Universität des Saarlandes, Saarbrücken, Germany | (Best:1.0, Worst: 5.0) |
| May 2013 | B.Tech. in Electronics and Telecommunication | GPA: 8.04/10 |
| - May 2017 | Veer Surendra Sai University of Technology, Burla, India | (Best:10.0, Worst: 5.0) |

Experience

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| Nov 2022 | Research Assistant - Supervisor: Prof. Dr. Eddy Ilg & Dr. Jan Eric Lenssen | |
| - Present | Max Planck Institute for Informatics, Saarbrücken, Germany | |
| | <ul style="list-style-type: none">○ Worked on 3D reconstruction of dynamic objects from monocular videos using a point-based rasterization approach. [Arxiv Link]○ The method follows a two-stage approach that models the object's deformation using a point template obtained only from observations that drive high-quality reconstruction.○ It also achieves photorealistic as well as new view consistent reconstruction in real-time.○ This work has been accepted at CVPR 2024. | |
| Jun 2020 | Deep Learning Intern - Supervisor: Prof. Dr. Shayam Lal | |
| - Sep 2020 | National Institute of Technology, Karnataka, India | |
| | <ul style="list-style-type: none">○ Designed an automated liver cancer nuclei segmentation model for segmenting different classes of nuclei from histopathology images.○ Explored both CNNs and Transformer-based segmentation models.○ The project was fully funded by the Ministry of Electronics and Information Technology, Govt. of India, and completed with a very good rating. | |
| May 2018 | Software Engineer | |
| - Dec 2019 | Tech Mahindra Ltd, Bhubaneswar, India | |
| | <ul style="list-style-type: none">○ Designed and delivered data reporting solutions for Finance domains.○ Designed an end-to-end automated data visualization workflow using pandas, Matplotlib, and Plotly for creating quarter-close reports.○ Worked in an agile environment. | |

Projects

- Jun 2021 **Perception Enhanced Super Resolution using GAN** [Report](#)
- Jul 2022 *High Level Computer Vision*, Saarland University [Code](#)
- Designed a GAN-based superresolution with wider activation channels, and a novel perceptual loss function based on LPIPS.
 - Addressed the convergence issue of GAN-based super-resolution due to the deterministic behavior of the discriminator by making it stochastic through noise.
- Jun 2021 **Automated Traffic Control Monitoring** [Report](#)
- Jul 2022 *Data Science*, Saarland University [Code](#)
- Designed an end-to-end ML pipeline to estimate traffic density from smartphone images.
 - Pre-processed an in-the-wild dataset and trained a lightweight MobileNetV2 model on it.
 - Deployed the model on an Android-compatible application for real-time interfacing.
- Nov 2021 **Ray Tracing in C++** [Webpage](#)
- Jan 2022 *Computer Graphics*, Saarland University [Code](#)
- Built a ray tracer from scratch in C++, with salient features such as acceleration structures, distributed ray tracing, bump mapping, smooth triangles, Depth of Field, etc. for participating in the Rendering Competition of Saarland University.
 - Won the BVH speed test by beating other teams in terms of speed of loading the triangle primitives of the scene.
- Mar 2023 **Pokémon Diffusion** [Code](#)
- Apr 2023 *Deep Generative Diffusion Models*, Saarland University
- Built end-to-end diffusion model for generation of Pokémon images using DDPM approach.
 - Incremented this approach with classifier-free guidance conditioned on the Pokémon types.

Skills

- Knowledge** 3D reconstruction, SLAM, Computer Vision, Deep Learning, Computer Graphics
- Languages** Python, C++, MATLAB, C, Bash, SQL
- Libraries** PyTorch, TensorFlow, OpenCV, PyTorch3D, Open3D, Scikit-learn, Pandas, OpenMP
- Tools** AWS, Docker, Slurm, Git, Mitsuba Renderer, Linux, CMake, L^AT_EX

Relevant Coursework

- **Image Synthesis:** Computer Graphics, Realistic Image Synthesis, Deep Generative Diffusion Models, CV and ML for Computer Graphics.
- **Image Analysis:** High-Level Computer Vision, Advanced Image Analysis, Digital Image Processing.
- **Image Capture:** Image Acquisition Methods, Ultrasound Imaging.
- **Artificial Intelligence:** Data Science, Machine Learning, Optimization for Machine Learning
- **Miscellaneous:** Embedded Systems, Digital Signal Processing, Data Structures and Algorithms.