

EHSAN SAYYAD



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PROFILE

PhD student of Media Arts and Technology, working on Virtual Reality and Computer Graphics.

WORK AND RESEARCH EXPERIENCE

University of California, Santa Barbara

2016 - Present

Graduate Student Researcher

- 3D reconstruction of surround view panoramas in VR.
- Aerial image super resolution using conditional GANs (UCSB Crossroads fellowship)
- Environmental aerial image to 3D using conditional GANs (UCSB Crossroads fellowship)
- Self-redirection walking in mixed reality.

LogMeIn Inc.

Summer 2017 & 2018

Software Research Engineer Intern

- Parallax 3D display using subject tracking with Kinect
- AR Navigation for indoor buildings.
- Collaborative 3D architectural design in AR

AGIRA, Tehran, Iran

2014 - 2015

UX Designer, VR/AR developer

- AR museums information mobile app for Tehran municipality.
 - "Beautiful Tabriz" a 3D VR tour of landmarks for Tabriz municipality.
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SKILLS

Programming:

3D Interactive development for mobile and desktop with Unity.
Deep learning with Tensorflow.
Web development with React and Firebase.

3D & Multi Media

3ds Max (Modeling, Rendering and Animation)
Houdini
Adobe Creative Suite (Ps, Ae, Pr)

RESEARCH INTERESTS

3D User Interfaces for AR and VR
3D Computer vision, SLAM and SFM
Inverse Rendering
Deep learning for 3D content generation

EDUCATION

PhD in Media Arts and Technology

2015 - Present

University of California Santa Barbara

MFA in Industrial design (HCI Concentration)

2013 - 2015

University of Tehran School of Fine Arts, Tehran, Iran

PUBLICATIONS

Sayyad, E., Sen, P., & Höllerer, T. (2017, November). PanoTrace: interactive 3D modeling of surround-view panoramic images in virtual reality. In Proceedings of the 23rd ACM Symposium on Virtual Reality Software and Technology (p. 32). ACM.