

EHSAN SAYYAD



6616 Abrego Rd Apt 13 Goleta, CA 93117

(805) 886-9468 | e: ehsan@mat.ucsb.edu | w: www.ehsansayyad.com

PROFILE

PhD candidate 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)
- Locomotion research 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.
-

SKILLS

Programming:

3D Interactive development for mobile, desktop and VR in Unity.
Machine learning with Tensorflow and python.
Web development with React and Firebase.

3D & Multi Media

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

RESEARCH INTERESTS

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

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

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

Walking and Teleportation in Wide-area Virtual Reality Experiences - E. Sayyad, M. Sra, and T. Höllerer
IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2020)