

## Felix Taubner – Résumé

PhD student working on the intersection of 3D computer vision and generative AI, with a focus on digital humans.

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### EDUCATION

<b>PhD in Computer Science, University of Toronto.</b> <i>Supervised by David B. Lindell. Specializing in 4D generative models with a focus on digital human avatars.</i>	<b>09/2024 — present</b> Toronto, Canada
<b>MSc in Robotics, Systems and Control, ETH Zurich.</b> GPA: 5.96/6.00 <i>Supervised by Roland Siegwart. Focus: 3D computer vision, perception, and artificial intelligence</i>	<b>09/2019 — 08/2022</b> Zurich, Switzerland
<b>BSc in Mechanical Engineering, ETH Zurich.</b> GPA: 5.72/6.00 <i>Focus: Robotics, control and computational methods</i>	<b>09/2015 — 05/2019</b> Zurich, Switzerland

### RESEARCH EXPERIENCE

<b>Research Intern @ Meta</b> <i>Supervised by Michael Zollhoefer. Topic: Geometry-free generative models for 4D human body animation.</i>	<b>05/2025 — 03/2026</b> Pittsburgh, USA
<b>PhD Student @ University of Toronto</b> <i>Supervised by David B. Lindell.</i> <ul style="list-style-type: none"><li>Generating controllable 4D human avatars from reference images using morphable multi-view diffusion models and deformable 3D Gaussian splatting. SOTA performance on 4D head avatar reconstruction from single images. Published in CVPR 2025 as oral presentation and SIGGRAPH Asia 2025.</li></ul>	<b>05/2024 — present</b> Toronto, Canada
<b>AI Research Scientist @ LG Electronics</b> <i>Supervised by Jinmiao Huang and Kevin Ferreira.</i> <ul style="list-style-type: none"><li>Developed a vision-transformer-based 3D face tracking pipeline that achieves 54% better motion capture performance and 8% better 3D reconstruction accuracy over SOTA. Published in CVPR 2024.</li><li>Led a team of 4 researchers (after October 2023), responsible for aligning and planning research directions with HQ across various projects in generative AI for digital human animation.</li></ul>	<b>10/2022 — 02/2024</b> Toronto, Canada
<b>Visiting Graduate Student and Research Assistant @ University of Toronto</b> <i>Supervised by Igor Gilitschenski.</i> <ul style="list-style-type: none"><li>Master Thesis: developed a novel representation for event-based data for downstream deep learning tasks. Improved classification accuracy on the <i>N-Caltech101</i> dataset by 2.3% over SOTA.</li></ul>	<b>11/2021 — 09/2022</b> Toronto, Canada
<b>Graduate Student Research @ ETH Zurich</b> <i>Supervised by Roland Siegwart.</i> <ul style="list-style-type: none"><li>Semester Thesis: Created a place recognition pipeline that uses attention-based neural networks to cluster and describe 3D line segments obtained from RGB-D cameras. Published in 3DV 2020.</li></ul>	<b>01/2020 — 08/2020</b> Zurich, Switzerland

### PUBLICATIONS

• Felix Taubner, Ruihang Zhang, Sherwin Bahmani, Mathieu Tuli and David B. Lindell: “MVP4D: Multi-View Portrait Video Diffusion for Animatable 4D Avatars”, <i>SIGGRAPH Asia 2025 (Conference)</i>	<b>12/2025</b>
• SaiKiran Tedla, Kelly Zhu, Trevor Canham, Felix Taubner, Michael S. Brown, Kiriakos N. Kutulakos, David B. Lindell: “Generating the Past, Present and Future from a Motion-Blurred Image”, <i>SIGGRAPH Asia 2025 (Journal)</i>	<b>12/2025</b>
• Felix Taubner, Ruihang Zhang, Mathieu Tuli and David B. Lindell: “CAP4D: Creating Animatable 4D Portrait Avatars with Morphable Multi-View Diffusion Models”, <i>CVPR 2025 (Oral: top 3.3% of accepted papers)</i>	<b>06/2025</b>
• Felix Taubner, Prashant Raina, Mathieu Tuli, Eu Wern Teh, Chul Lee and Jinmiao Huang: “3D Face Tracking from 2D Video through Iterative Dense UV to Image Flow”, <i>CVPR 2024</i>	<b>06/2024</b>
• Felix Taubner, Florian Tschopp, Tonci Novkovic, Roland Siegwart and Fadri Furrer: “LCD – Line Clustering and Description for Place Recognition”, <i>3DV 2020</i>	<b>11/2020</b>

### AWARDS

• Canada Graduate Research Scholarship — Doctoral (NSERC CGRS-D, 40'000 CAD / year)	<b>05/2026 — 04/2029</b>
• Robert E. Lansdale / Okino Computer Graphics Graduate Fellowship (2'000 CAD) for academic merit.	<b>03/2026</b>
• Ontario Graduate Scholarship (10'000 CAD) for academic merit.	<b>05/2025 — 04/2026</b>
• DiDi Graduate Student Award in Computer Science (10'000 CAD) for academic merit.	<b>01/2025</b>
• Master Thesis Grant from the Zeno Karl Schindler Foundation (12'000 CHF) for academic merit.	<b>03/2022</b>
• Outstanding D-MAVT Bachelor Award for excellent grades in first year exams (2'000 CHF).	<b>09/2016</b>