

# ARMAN MAESUMI · [arman\\_maesumi@brown.edu](mailto:arman_maesumi@brown.edu) · [armanmaesumi.github.io](https://github.com/armanmaesumi)



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**EDUCATION**    **Brown University**    Sept '21 - Present  
*Doctor of Philosophy, Computer Science*    GPA: 4.00  
Advisor: Professor Daniel Ritchie

**The University of Texas at Austin**    Aug '18 - Aug '21  
*Bachelor of Science, Computer Science*

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**EXPERIENCE**    **Adobe Research** - San Francisco, CA    May '23 - Present  
*Research Scientist Intern*, Mentors: Noam Aigerman, Thibault Groueix, Vova Kim

**Adobe Research** - Remote    May '22 - Dec '22  
*Research Scientist Intern*, Mentors: Sören Pirk, Matt Fisher, Vova Kim  
Developed a neural representation of procedural noise for inverse material modeling.

**Brown University**    Sept '21 - Present  
*Research Assistant*, Advisor: Prof. Daniel Ritchie

**UT Austin · Computational Visualization Center (CVC)**    Aug '20 - Dec '20  
*Undergraduate Researcher*, Advisor: Prof. Chandrajit Bajaj  
**Learning 3D Adversarial Cloaks for Deep Object Detectors**    [\[PDF\]](#)  
Synthesized adversarial textures that robustly cloak humans from object detectors.

**UT Austin**    May '19 - June '20  
*Undergraduate Researcher*, Advisor: Prof. Chandrajit Bajaj  
**Playing Chess with Limited Look Ahead**    [\[PDF\]](#)  
Trained neural network to evaluate chess positions, and created the largest public dataset of labeled chess positions (at the time).

**UT San Antonio · Department of Mathematics**    Aug '17 - May '18  
*Undergraduate Researcher*, Advisor: Prof. Cody Patterson  
**Triangle Inscribed-Triangle Picking**    [\[PDF\]](#)  
Derived the probability density function and moments of the area of stochastically generated inscribed triangles.

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**PUBLICATIONS**    **Explorable Mesh Deformation Subspaces from Unstructured 3D Generative Models.** Arman Maesumi, Paul Guerrero, Vladimir G. Kim, Matthew Fisher, Siddhartha Chaudhuri, Noam Aigerman, Daniel Ritchie, *SIGGRAPH Asia 2023*.  
[Google Scholar](#)

**Triangle Inscribed-Triangle Picking.** Arman Maesumi, *The College Mathematics Journal*, 50:5, 364-371, 2019.

**MANUSCRIPTS**    **Learning Transferable 3D Adversarial Cloaks for Deep Trained Detectors.** Arman Maesumi\*, Mingkang Zhu\*, Yi Wang, Tianlong Chen, Zhangyang Wang, Chandrajit Bajaj, 2020.

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**HONORS &  
AWARDS**

**NSF Graduate Research Fellowship (GRFP)** April '22  
**University Honors, Dean's List, President's List** 2020, 2018, 2017  
**MD5 Hackathon: 1st Place Entry** 2017  
Awarded \$15,000 grant from Department of Defense

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**SKILLS**

**Programming Languages**

Python, Go, Java, C/C++, JavaScript, TypeScript, Mathematica

**Tools & Technologies**

PyTorch, TensorFlow, Keras, PyTorch3D, NumPy, L<sup>A</sup>T<sub>E</sub>X, Linux

**Miscellaneous**

Blender, Adobe Photoshop/Illustrator, Cinema 4D, Octane Render, OpenGL, Three.js

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**SOFTWARE**

**GPU-Accelerated Radial Basis Function Interpolator**

`pip install torchrbf`

<https://github.com/ArmanMaesumi/torchrbf>

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**PERSONAL  
GitHub**

**3D Art Portfolio**

<https://www.behance.net/armanmaesumi>

**HumanBenchmark Verbal Memory**

735pts (>99.5 percentile)

**Rubik's Cube Personal Record**

11.25 seconds