Jamal Ahmed Rahim

🖀 jrahim.github.io | 🛅 rahimj

Publications

SAgA-NeRF: Subject-Agnostic and Animatable Neural Radiance Fields for Human Avatar

- Proposed and presented the first-ever method that can reconstruct a given human from sparse camera views in any novel pose and any novel camera view. Our work was built using Python, OpenCV, Open3D, and PyTorch.
- Our method performed at par with novel pose methods for novel pose reconstruction, and novel camera-view methods for novel camera-view reconstruction, while having the ability to perform both, which is very complex to accomplish.

End-to-End Rotation Averaging with Multi-Source Propagation

LUWEI YANG, HENG LI, JAMAL AHMED RAHIM, ZHAOPENG CUI, PING TAN

- Developed a state-of-the-art end-to-end neural network for multiple rotation averaging in SfM (Structure from Motion), the widely used pipeline for 3D reconstruction. Our work was built using Python, OpenCV, Open3D, and PyTorch.
- This work was a huge accomplishment in the field of 3D reconstruction, being the first-ever machine-learning based method to consistently produce high quality and reliable results. It outperformed existing methods on 25 out of 28 datasets, and produced reliable results on scenes where other methods would outright fail or produce unusable results.
- Improvement over other methods ranged from 50% to 600% depending on the scene.

Deep Facial Non-Rigid Multi-View Stereo

ZIQIAN BAI, ZHAOPENG CUI, JAMAL AHMED RAHIM, XIAOMING LIU, PING TAN

- Presented a novel, state-of-the-art method for 3D face reconstruction from multi-view images with different expressions. Project was built on Python, OpenCV, Open3D, and PyTorch.
- Outperformed existing state-of-the-art methods for both, reconstruction from a single view image, as well as reconstruction from multi-view images, using appropriate comparison metrics, on average by 40%.

Colored Transparent Object Matting from a Single Image Using Deep Learning

JAMAL AHMED RAHIM, KWAN-YEE KENNETH WONG

- Research performed as part of a prestigious program I was awarded, the Undergraduate Research Fellowship Programme at HKU.
- Created the first-ever machine-learning based method to be able to extract colored transparent objects by predicting their color mask, filter, and most importantly, a refractive flow. The object could then be recreated in any new image.
- Built and organized synthetic and real datasets from scratch, as well as an appropriate Convolutional Neural Network, using Lua and Torch.
- Research was also carried on to my final year project and won the **best final year project award**.

Work Experience

Deep Learning Engineer

DAOAI ROBOTICS

- DaoAI needed specialized tools to determine 3D positions of objects on conveyer belts using stereo cameras, and to estimate their 6D poses, so that a manufacturing robot can be guided to the correct 3D space with the "hands" in the correct orientation to grab the object.
- I re-implemented well-known stereo matching and object pose estimation methods. I collected datasets, fine-tuned the machine learning models, and re-created state-of-the-art results from the respective publications. The tools used were Python, OpenCV, Open3D, and PyTorch.
- These essential tools could then be offered to clients as needed, helping speed up and automate more of the manufacturing processes.

Teaching Assistant

SIMON FRASER UNIVERSITY

• CMPT115: Exploring Comp Sci (x2), CMPT125: Intro to Comp Sci and Programming II (x2), and CMPT120: Intro to Comp Sci and Programming I.

Undergraduate Research Fellow

THE UNIVERSITY OF HONG KONG

Conducted Computer Vision research as part of the prestigious Undergraduate Research Fellowship Programme at HKU. (See Publications).

Research Assistant

THE UNIVERSITY OF HONG KONG

- Worked with Dr. Zheng Qu to implement, test and compare performances of different algorithms for the Markov Decision Problem.
- · Worked with Dr. Chui Chun Kit to prepare a workshop for programming a drone from scratch using an Arduino board.

Education

Simon Fraser University

MSC IN COMPUTING SCIENCE

• CGPA: 3.87

The University of Hong Kong

BENG(COMPSc)

CGPA: 3.77 (First Class Honors)

Technical Skills

- Programming Languages: Python, Java, C++/C, HTML/CSS, SQL, MATLAB
- Frameworks and Developer Tools: PyTorch, TensorFlow, OpenCV, NumPy, Django on Python, Figma, Github, Windows, Linux, PowerShell

MSc Thesis

Jun. 2020

CVPR 2020

Canada

Jan. 2023 - Apr. 2023

Hong Kong

Oct. 2016 - Dec. 2018

Apr. 2018 - Jun. 2019

Sep. 2019 - Aug. 2022

Canada

Hong Kong Sep. 2015 - May 2019

CVPR 2021

Jun. 2021

Dec. 2018

Canada

May. 2020 - Aug. 2022 Hong Kong