


Anastasios Yiannakidis

Research Engineer (6+ years of experience)

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WORK EXPERIENCE

Research Engineer

Max Planck Institute for Intelligent Systems

05/2022 - Present

Tübingen, Germany

Perceiving Systems Department

- Build tools and automate data pipelines to generate million-scale human synthetic datasets for 3D body pose & shape (SMPL-X) estimation research, for projects including [BEDLAM2.0](#), [MAMMA](#), and [DeepGaitLab](#).
- Develop an in-house multi-view RGB markerless motion capture pipeline for multi-person scenarios as an alternative to the marker-based system.
- Build and automate data pipelines for animal synthetic data generation and 3D reconstruction research, including [GenZoo](#) and [NeuralFur](#).
- Explore multi-person, multi-view facial expression capture (FLAME) for SMPL-X fitting, and gaze & eye-blink analysis for the [WeGaze](#) project.
- Manage the [NoW Challenge](#) evaluation process and leaderboard.

Contact: Michael J. Black - black@tuebingen.mpg.de

Research Engineer

Graphics Lab, University of Cyprus

09/2019 - 05/2022

Nicosia, Cyprus

Graphics & Extended Reality Lab

- Engineered a [music-driven framework](#) for 3D motion synthesis.
- Captured human motion (w/ PhaseSpace) & processed .c3d data using Autodesk Motionbuilder to export BVH skeletal format ([dancedb.eu](#)).
- Captured reptiles (w/ Optitrack) and reconstructed snake locomotion from .c3d data for the repository of [3D models of Cyprus reptiles](#).
- Conducted research and prototyping for an experimental [3D Motion Capture](#) approach using wireless (UWB) sensors, triangulation and ML.
- Created the [graphics.cs.ucy.ac.cy](#) and [mills.ucy.ac.cy](#) websites.

Contact: Andreas Aristidou - a.aristidou@ieee.org

Research Engineer (intern)

CYENS - Centre of Excellence

06/2018 - 09/2018

Nicosia, Cyprus

CYENS (formerly known as RISE)

- Developed a monocular 3D human motion reconstruction [framework](#), using the OpenPose library and Unity Game Engine (*thesis project*).

Contact: Yiorgos Chrysanthou - y.chrysanthou@gmail.com

EDUCATION

BSc Computer Science

University of Cyprus

09/2015 - 06/2019

8.65 / 10 (Student Excellence Award)

- In total: 240 ECTS, [UCY](#), Cyprus.
- 30 ECTS (Erasmus) [LNU](#), Sweden.
- [Thesis Project](#) (10/10 grade)
- Web dev Internship, [Belgium](#).

LANGUAGES

English, Greek (+ Sign Language)

Full Professional Proficiency

French, German

Elementary Proficiency

OUTSIDE THE LAB



Drawing, Digital Art



Photography
(<https://500px.com/p/ayiann>)

TECHNICAL SKILLS

Programming

Python, C#, Java, C, C++, MATLAB

Deep Learning / Optimization / Computer Vision / 3D

NumPy, PyTorch, OpenCV, scikit-learn, PyTorch3D

3D Animation / Motion Capture / 3D Data

Autodesk Motionbuilder, Vicon Shogun Post, 3D Character Animation, Vicon Motion Capture, OBJ, PLY, BVH, C3D, FBX files, parametric models: SMPL-X, FLAME, MANO.

3D Engines / Rendering / Retargeting

Unreal Engine 5.x, Blender, Unity, Rerun

Tools / Containers

Git, Docker, Apptainer, HTCondor, wandb, JetBrains IDEs

PUBLICATIONS

Conference Paper - June 2026

MAMMA: Markerless Accurate Multi-person Motion Acquisition

CVPR 2026 (Oral presentation)

[\[Paper\]](#) [\[Project Page\]](#)

Conference Paper - April 2026

NeuralFur: Animal Fur Reconstruction From Multi-View Images

3DV 2026 (Oral presentation + Best Paper Runner Up Award)

[\[Paper\]](#) [\[Project Page\]](#) [\[Code\]](#)

Conference Paper - Dec 2025

BEDLAM2.0: Synthetic Humans and Cameras in Motion

NeurIPS 2025 (Oral presentation)

[\[Paper\]](#) [\[Project Page\]](#) [\[SMPL-X Retargeting Code\]](#)

Conference Paper 2025 & Preprint from Dec 2024

Generative Zoo

ICCV2025 and CV4Animals2025

[\[Paper\]](#) [\[Project Page\]](#) [\[Code\]](#)

Journal Article - August 2023

Rhythm is a Dancer: Music-Driven Motion Synthesis With Global Structure

IEEE Transactions on Visualization and Computer Graphics

[\[Paper\]](#) [\[ArXiv\]](#) [\[Video\]](#) [\[Lab\]](#)

Journal Article - July 2022

Digitizing Wildlife

IEEE Computer Graphics and Applications

[\[Paper\]](#) [\[Project Page\]](#)

Conference Paper - November 2021

Virtual Dance Museum

EUROGRAPHICS on Graphics and Cultural Heritage, GCH'21

[\[Paper\]](#) [\[Project Page\]](#) [\[Database\]](#)

Journal Article - May 2019

Real-time 3D Human Pose and Motion Reconstruction from Monocular RGB Videos

Computer Animation and Virtual Worlds / Volume 30, Issue 3

[\[Paper\]](#) [\[Video\]](#) [\[Code\]](#)