
Yanir Kleiman

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I am a post-doc in Laboratoire d'Informatique (LIX) at École Polytechnique near Paris.
Before that I was a PhD student in the Computer Graphics lab at Tel Aviv University.

My previous experience spans two years of professional experience as a 3D artist working on various visual effects and animation projects, and over 10 years of experience in software development as programmer and team leader in several organizations.

Academic Experience

- 2016 - 2017 **Post-doc Researcher, Laboratoire d'Informatique**, École Polytechnique, France.
I am part of a computer graphics group lead of Maks Ovsjanikov.
- 2011 - 2016 **PhD Student, Computer Science**, Tel Aviv University, Israel.
Computer graphics lab, under the supervision of Prof. Daniel Cohen-Or.
- 2003 - 2005 **M.Sc. in Computer Science**, Tel Aviv Academic College, Israel
Graduated with honors.
- 1997 - 2000 **B.Sc. in Math and Computer Science**, Tel Aviv University, Israel

Publications

- 2016 **Time-varying Weathering in Texture Space**
Rachele Bellini, Yanir Kleiman, Daniel Cohen-Or.
ACM Transactions on Graphics (Proceedings of SIGGRAPH), 2016
- 2016 **Toward Semantic Image Similarity from Crowdsourced Clustering**
Yanir Kleiman, George Goldberg, Yael Amsterdamer, Daniel Cohen-Or.
The Visual Computer (Proceedings of CGI), 2016
- 2015 **SHED: Shape Edit Distance for Fine-grained Shape Similarity**
Yanir Kleiman, Oliver van Kaick, Olga Sorkine-Hornung, Daniel Cohen-Or.
ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia), 2015
- 2015 **DynamicMaps: Similarity-based Browsing through a Massive Set of Images**
Yanir Kleiman, Dov Danon, Jasmin Felberbaum, Joel Lanir, Daniel Cohen-Or.
Proceedings of ACM Conference on Human Factors in Computing Systems, 2015
- 2014 **Shape Segmentation by Approximate Convexity Analysis**
Oliver van Kaick, Noa Fish, Yanir Kleiman, Shmuel Asafi, Daniel Cohen-Or.
ACM Transactions on Graphics (TOG), 2014
- 2013 **Dynamic Maps for Exploring and Browsing Shapes**
Yanir Kleiman, Noa Fish, Joel Lanir, Daniel Cohen-Or.
Computer Graphics Forum (Proceedings of SGP), 2013
- 2011 **Unsupervised co-segmentation of a set of shapes via descriptor-space spectral clustering**
Oana Sidi, Oliver van Kaick, Yanir Kleiman, Hao Zhang, Daniel Cohen-Or.
ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia), 2011
- 2007 **Paging with connections: FIFO strikes again**
Leah Epstein, Yanir Kleiman, Jiri Sgall, Rob van Stee.
Theoretical computer science, 2007

Public Talks

- 2017 **Invited Talk**, Google Zurich, Switzerland.
- 2016 **Invited Talk**, Hebrew University of Jerusalem, Israel.

- 2016 **CGI 2016**
Toward Semantic Image Similarity from Crowdsourced Clustering.
- 2016 **PhD Dissertation Public Lecture**, Tel Aviv University, Israel.
- 2015 **Invited Talk**, Shandong University, China.
- 2015 **SIGGRAPH Asia 2015**
SHED: Shape Edit Distance for Fine-grained Shape Similarity.
- 2015 **Invited Talk**, École Polytechnique, France.
- 2013 **Invited Talk**, Max Planck Institute for Informatics, Germany.
- 2013 **Invited Talk**, ETH Zurich, Switzerland.
- 2013 **SGP 2013**
Dynamic Maps for Exploring and Browsing Shapes.

Awards and Fellowships

- 2016-2017 **Chateaubriand Fellowship for Postdoctoral Research**
- 2014-2015 **Google Focused Research Award**
I was partly funded by this grant during my PhD studies.
- 2010 **Animex Visual Effects Award**
Runner up for Best Visual Effects in Animex 2010 Festival.
- 2005 **Excellence Scholarship - Tel Aviv Academic College**
Awarded for excellence during my M.Sc. studies.

Reviewer

SIGGRAPH (2014, 2015, 2016)
SIGGRAPH ASIA (2014, 2015)
Eurographics (2015, 2016, 2017)
Computer Graphics Forum (2014, 2015)
The Visual Computer (2016, 2017)
Transactions on Visualizations and Computer Graphics (2017)
Graphical Models (2015)
Computer and Graphics (2013)

Professional Experience

- 2010 **Lighting and Rendering TD / Compositor, Crew 972**
Worked on "The Looney Tunes Show" for Warner Bros.
- Lighting and set dressing shots in Maya.
 - Creating visual effects (dust, smoke) using dynamics and MEL scripting in Maya.
 - Creating render layers and monitoring the render process on a render farm.
 - MEL scripting for automated tasks in Maya.
 - Final compositing of shots using Nuke.
- 2009 **3D Artist, Gravity Israel Visual Effects**
Worked mostly on shading, lighting, and render passes.
Additional work included modeling and scripting.
- 2009 **Freelance Effects Artist, "Deus".**
"Deus" is a sci-fi TV show in Israel.
I created visual effects for several shots on the show from start to finish.
Tracking, modeling, simulation, animation, rendering and compositing.

- 2008 - 2009 **3D Animation and Visual Effects Diploma**, Vancouver Film School, Canada.
Visual Effects specialization, graduated with honors.
- 2008 **Algorithms Developer, MutualArt Inc.**
Developed and implemented automated text categorization and linking algorithms with C# and SQL Server.
- 2005 - 2007 **Development Team Leader, Amobee Media Systems Ltd.**
The start-up company provides a platform for cellular advertising on multiple channels such as in-game advertising, WAP, SMS, MMS and streaming.
- My team developed a web based back-office system that enables advertisers to manage their campaigns and creative ads.
- .NET infrastructures (ASP.NET) and SQL Server 2005 development.
 - Management and task planning.
 - Requirements specification.
 - GUI design (flow and graphic design).
 - Recruiting and training.
 - Java development.
- 2004 - 2005 **Development Team Leader, IDF.**
Team leader of about 7 programmers. The team supplied all internal computing needs of the unit.
The team developed and maintained about 10 different systems, some built with .NET infrastructures and some with Microsoft DNA infrastructures.
- 2000 - 2004 **Senior Infrastructure Programmer, IDF.**
Lead the team migration process from DNA infrastructures to .NET infrastructures.
- Designed and implemented .NET infrastructures.
 - Lead development of several .NET systems.
 - Trained team members.
 - Graphic design for all of the unit's web (intra-net) systems.
- 1996 - 2000 **Part Time VB and ASP Programmer, NTR Visual Technologies Ltd.**
During my studies, I worked part time as a Visual Basic and ASP programmer.

Professional Skills

CG Software:

Maya, XSI, Mental Ray, Nuke, After Effects, Premiere, Photoshop, Boujou.

Programming Languages and Technologies:

C, C++, C#, VB.NET, Java, Matlab, JavaScript, VBScript, MEL and Python Scripting
.NET Framework, ASP.NET, HTML, SQL Server, Oracle, XML, XSL, CSS

Personal Details

D.O.B: **April 7, 1980.**

Languages: **Hebrew** - native, **English** - excellent, **French** - basic.