Igor Santesteban | PhD, Research Scientist

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Employment

Jan 2024 – July 2025	**Research Scientist.** Meta, *Codec Avatars*.
Aug 2021 – Dec 2021	**Research Intern.** Meta, *Reality Labs*.
Mar 2018 – Aug 2022	**Researcher.** Universidad Rey Juan Carlos, *Multimodal Simulation Lab*.
Jul 2016 – Aug 2016	**Intern.** Vicomtech, *Department of Computer Graphics & Interaction*.

Education

2018 – 2022 **PhD,** Universidad Rey Juan Carlos.
Thesis: *Data-driven models of 3D avatars and clothing for virtual try-on.*
Extraordinary PhD Thesis Award granted by Universidad Rey Juan Carlos.

2017 – 2018 **Master's Degree in Computational Engineering and Intelligent Systems,**
Universidad del País Vasco.

2013 – 2017 **Bachelor's Degree in Computer Science,**
Universidad del País Vasco.

Selected Publications

1. M. Guo, M. J.-Y. Chiang, **I. Santesteban**, *et al.*, "PGC: Physics-Based Gaussian Cloth from a Single Pose," *IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) (Highlight)*, 2025.
2. F. Iandola, S. Pidhorskyi, **I. Santesteban**, *et al.*, "SqueezeMe: Mobile-Ready Distillation of Gaussian Full-Body Avatars," *ACM SIGGRAPH Conference Papers*, 2025.
3. S. Wang, T. Simon, **I. Santesteban**, *et al.*, "Relightable Full-body Gaussian Codec Avatars," *ACM SIGGRAPH Conference Papers*, 2025.
4. **I. Santesteban**, M. A. Otaduy, and D. Casas, "SNUG: Self-Supervised Neural Dynamic Garments," *IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) (Oral presentation)*, 2022.
5. **I. Santesteban**, N. Thuerey, M. A. Otaduy, and D. Casas, "Self-Supervised Collision Handling via Generative 3D Garment Models for Virtual Try-On," *IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, 2021.
6. **I. Santesteban**, E. Garces, M. A. Otaduy, and D. Casas, "SoftSMPL: Data-driven Modeling of Nonlinear Soft-tissue Dynamics for Parametric Humans," *Computer Graphics Forum (Proc. Eurographics)*, 2020.
7. **I. Santesteban**, M. A. Otaduy, and D. Casas, "Learning-Based Animation of Clothing for Virtual Try-On," *Computer Graphics Forum (Proc. Eurographics)*, 2019.

Skills

Languages	Spanish, English, Basque
Research	Digital Humans, Data-driven Animation, Gaussian Splatting
Coding	Python, C++, Java, JavaScript
Machine Learning	PyTorch, TensorFlow
Computer Graphics	Blender, OpenGL, WebGL, GLSL