

# CHRIS AGIA

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<https://agiachris.github.io/>

## EDUCATION

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**PhD. in Computer Science**, Stanford University Sep21-Present

**Advisers (rotational):** [Jiajun Wu](#); (next) [Fei-Fei Li](#), [Jeannette Bohg](#)

*Relevant Coursework: interactive and embodied learning, multi-task and meta-learning, differentiable graphics*

**BASc. in Engineering Science, Robotics**, University of Toronto Sep16-May21

*Relevant Coursework: robot perception and control, geometric deep learning, reinforcement learning, statistical ML*

## RESEARCH [to publications](#)

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**Stanford Artificial Intelligence Laboratory (SAIL)** Toronto, ON

Graduate researcher at the Stanford Vision and Learning Lab (SVL) advised by [Jiajun Wu](#) May20 - May21

*Topics: deep multi-task planning for mobile manipulation in long-horizon task settings*

**Vector Institute & University of Toronto** Toronto, ON

Undergraduate researcher at the Robot Vision and Learning Lab advised by [Florian Shkurti](#) May20 - May21

*Topics: learning to plan in symbolic 3D scene graphs with graph neural networks*

**Mila & McGill University** Montreal, QC

Research Intern at the Mobile Robotics Lab co-supervised by [Gregory Dudek](#) and [David Meger](#) Jan20 - May20

*Topics: depth prediction for direct visual SLAM, visual representation learning for self-driving control*

**Noah's Ark Lab, Huawei Canada** Markham, ON

Deep Learning Research Intern on the Perception and Localization Team with [Bingbing Liu](#) May19 - May20

*Topics: 3D semantic understanding for scene reconstruction, road estimation and SLAM*

**University of Toronto Robotics Institute** Toronto, ON

Research Intern at the Autonomous Systems and Biomech. Lab supervised by [Goldie Nejat](#) May18 - Aug18

*Topics: sim2real transfer of deep reinforcement learning based autonomous navigation policies*

## INDUSTRY

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**Microsoft, Mixed Reality and Robotics** Redmond, WA

Software Engineering Intern on the Scene Understanding and Data Teams (HoloLens) May21 - Aug21

*Topics: bridging multi-agent reinforcement learning scenarios into mixed reality environments*

**Google, Cloud** San Francisco, CA

Software Engineering Intern building ABI simulators with the Istio Networking Team May20 - Aug20

**aUtoronto, UofT AutoDrive Group** Toronto, ON

Autonomy Engineer developing deep learning pipelines with the Object Detection Team Aug19 - May20

## HONOURS / AWARDS

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Stanford Graduate Fellowship, School of Engineering (+\$75,000), 2021

Dean's Honour List, 2018-2021

1st Place Programming, Ontario Engineering Competition (\$2500), 2019

1st Place Programming, University of Toronto Engineering Competition, 2019

NSERC Undergraduate Student Research Award (\$6000), 2018

President's Scholarship Program, University of Toronto (\$6000), 2016

## SKILLS

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**Languages** (*Proficient*) Python, C/C#/C++, MATLAB, Rust, LaTeX, Bash - (*Working*) Java, Assembly

**Software Tools** Git, Linux/Unix, Unity, Docker, Wasmtime (WebAssembly), Kubernetes

**Libraries** PyTorch, TensorFlow, ROS, NumPy, ml-agents, PCL, OpenCV, SciPy, scikit-learn, Pandas, Jupyter