CHRIS AGIA

+1 (650) 334-7714 · cagia@cs.stanford.edu · 218 Ayrshire Farm Lane, Stanford 94305
https://agiachris.github.io/

EDUCATION

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

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

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

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

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