

CHRIS AGIA

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<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

Graduation with Honours, Dean's Honour List 2018-2021

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

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