# Haoda Li

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## Education

**University of Toronto, St. George Campus** **Sep. 2017 – May 2022 (Expected)**
*Honours BSc in Computer Science & Data Science (GPA: 3.89/4.0)* Toronto, ON

## Research Interest

I'm broadly interested in video understanding, 3D computer vision, geometry processing, and physics based modelling.

## Research Experience

**PAIR Lab, Vector Institute** **August 2021 – Now**
*Research student, supervised by Animesh Garg* Toronto, ON

- Research on a novel method for robot to grasp and assemble objects using 3D computer vision.

**Noah's Ark Lab, Huawei Canada** **May 2020 – August 2021**
*Research Engineer Intern* Markham, ON

- Working on a novel method for event localization and classification in videos.
- Assisting research on self-supervised video indexing and retrieval.
- Researching and integrating video understanding methods for video editing applications.
- Assisting research on hand tracking and human action recognition.

**Wang Lab, University Health Network** **September 2019 – April 2020**
*Undergraduate Researcher, supervised by Bo Wang* Toronto, ON

- Designing and creating an interactive application for processing and visualizing high-dimensional data in single cell analysis.
- Researching on CUDA acceleration for single cell analysis algorithms.

**Dept. of Computer Science, University of Toronto** **January 2021 – June 2021**
*Research Assistant with Fanny Chevalier and Nathan Taback* Toronto, ON

- Working on a new R package for multiverse analysis education.

## Teaching Experience

**CSC417H1/CSC2549H Physics based Animation** **September 2021 – December 2021**
*Teaching Assistant with Prof. David I.W. Levin* University of Toronto

**CSC311H5 Introduction to Machine Learning** **September 2021 – December 2021**
*Teaching Assistant with Prof. Anthony Bonner* University of Toronto

## Honours and Awards

Dr. James A. & Connie P. Dickson Scholarship In Science & Mathematics **October 2020**
University College Special Admission Scholarships **September 2017**
Dean's List Scholar **2017–2021, all years**

## Relevant Coursework

**Computer Graphics**: Physics-Based Animation; Geometry Processing; Computer Graphics

**Computer Vision**: Intro Visual Computing; Intro Image Understanding

**Deep Learning**: Neural Nets and Deep Learning; Probabilistic Learning and Reasoning; Intro Machine Learning

**Numerical Analysis**: Numerical Methods; Nonlinaer Optimization; Intro Real Analysis

**Theory of Computation**: Algorithm Design, Analysis, and Complexity; Enriched Data Structures and Analysis; Enriched Intro Theory of Computation

## Skills

**Languages**: Python, C/C++, Matlab, Java, R, SQL, HTML/CSS, JS
**Toolkit/Frameworks**: Pytorch, Scipy family, OpenGL, libigl, React, three.js, D3.js