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

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.

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.

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