HAODA LI

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Education

University of California, Berkeley   **August 2022 – May 2023**
M.Eng. in Electrical Engineering and Computer Science (GPA: 3.93/4.0)   Berkeley, CA, USA

University of Toronto, St. George Campus   **September 2017 – June 2022**
B.Sc. in Computer Science & Data Science (GPA: 3.91/4.0)   Toronto, ON, Canada

Experiences

Amazon Web Services, Annapurna Labs   **September 2024 – Present**
Software Engineer - ML Compiler   Toronto, ON, Canada
- Worked on AWS Neuron SDK, optimized GenAI models performance on AWS Neuron chips

AniML, Inc.   **March 2023 – August 2024**
Machine Learning Engineer   Montreal, QC, Canada
- Joined as a founding engineer, built end-to-end solutions for monocular camera 3D reconstruction.
- Implemented CUDA algorithms for accelerating neural rendering and generative vision models.
- Researched on combining neural rendering and 3D generative AI for high-fidelity object reconstruction.

Huawei Canada   **May 2020 – August 2021**
Research Engineer Intern   Markham, ON, Canada
- Engineered on video understanding algorithms and created prototypes for AI video editing applications.
- Maintained the automated pipeline for clustered model training and cloud deployment using Docker.
- Used OpenCV and C++ to create test systems for hand tracking and action recognition.

Researches

Video and Image Processing Lab, University of California, Berkeley   **August 2022 – May 2023**
Research student, supervised by Avideh Zakhor   Berkeley, CA, USA
- Researched on and published a novel method for improving quality and efficiency of 3D indoor reconstruction using low-cost micro drones.
- Surveyed on neural rendering methods and engineered on optimizations for capturing and modeling large, complex indoor environments.

SysNet Group, University of Toronto   **January 2022 – June 2022**
Research student, supervised by Nandita Vijaykumar   Toronto, ON, Canada
- Researched on novel methods for acceleration and edibility of neural radiance fields for scene representations.
- Developed CUDA accelerations kernels for GPU based point aggregations and differentiable physics based volume rendering.

PAIR Lab, Vector Institute   **August 2021 – May 2022**
Research student, supervised by Animesh Garg   Toronto, ON, Canada
- Researched on a novel method for robot to grasp and assemble objects using 3D computer vision.
- Designed a new simulation environment for 3D fractured object generations.