

HAODA LI

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Education

University of Toronto, St. George Campus

Honours BSc in Computer Science & Data Science (GPA: 3.89/4.0)

Sep. 2017 – May 2022 (Expected)

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

Research Engineer Intern

May 2020 – August 2021

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

PAIR Lab, Vector Institute

Research student, supervised by Animesh Garg

August 2021 – Now

Toronto, ON

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

Wang Lab, University Health Network

Undergraduate Researcher, supervised by Bo Wang

September 2019 – April 2020

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

Research Assistant with Fanny Chevalier and Nathan Taback

January 2021 – June 2021

Toronto, ON

- Working on a new R package for multiverse analysis.

Dept. of Geography, University of Toronto

Research Assistant with Jason Hackworth

August 2021 – December 2021 (expected)

Toronto, ON

- Working on data processing and analysis for research in Detroit properties.

Teaching Experience

CSC417/CSC2549 Physics based Animation

Teaching Assistant with Prof. David I.W. Levin

September 2021 – December 2021

University of Toronto

CSC311 Introduction to Machine Learning

Teaching Assistant with Prof. Anthony Bonner

September 2021 – December 2021

University of Toronto Mississauga

Honours and Awards

Dr. James A. & Connie P. Dickson Scholarship In Science & Mathematics

University College Special Admission Scholarships

Dean's List Scholar

October 2020

September 2017

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; Nonlinear 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