

# Haoda Li

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## EDUCATION

### UC Berkeley

MENG IN ELECTRICAL ENGINEERING  
AND COMPUTER SCIENCE

Aug. 2022 - May. 2023  
Berkeley, CA

### University of Toronto

BS IN COMPUTER SCIENCE AND  
DATA SCIENCE

Sep. 2017 - Jun. 2022  
Toronto, ON, Canada  
cGPA: 3.91 / 4.0

## SKILLS

Programming Languages

Python • C++/C • JavaScript • Java • Go • R • MATLAB

Computer Vision and Graphics

PyTorch • CUDA • OpenCV • NumPy • OpenGL/WebGL • Unity • Blender

Web Full Stack

React • TypeScript • NodeJS • MySQL • MongoDB

Softwares

AWS • Linux • Bash • Docker • Git •  $\LaTeX$

## TEACHING

Teaching Assistant, U of Toronto

Computer Graphics | Winter 2022

Intro. Machine Learning | Fall 2021

Physics-based Animations | Fall 2021

## AWARDS

UC Berkeley MEng Fung Excellence  
Scholarship

Jun. 2022 | Berkeley, CA

Dr. James A. & Connie P. Dickson

Scholarship In Science & Mathematics

Oct. 2020 | Toronto, ON, Canada

University College Special Admission

Scholarships

Sept. 2017 | Toronto, ON, Canada

## EXPERIENCE

### Huawei Canada | SOFTWARE ENGINEER, INTERN

May 2020 - Aug. 2021 | Markham, ON, Canada

- Worked on computer vision and multimedia team. Worked on Developing and integrating video understanding methods for cloud based video editing applications.
- Worked on the deployment of video retrieval algorithms for mobile devices.
- Assisting research on hand tracking and human action recognition.

### PAIR Lab, Vector Institute | RESEARCH INTERN

Aug. 2021 - May 2022 | Toronto, ON, Canada

- Supervised by Prof. Animesh Garg. Researched on novel methods for robots to resemble objects with 3D sensors.
- Worked on simulation environments and 3D object data generations.

### SysNet Lab, University of Toronto | RESEARCH INTERN

Jan. 2022 - Aug. 22 | Toronto, ON, Canada

- Supervised by Prof. Nandita Vijaykumar. Researched on a novel method for efficient and editable 3D scene reconstruction and view synthesis.
- Worked on CUDA accelerations and operators for GPU based point aggregations and differentiable physics based volume rendering.

### Easy Group Inc. | FULL STACK SOFTWARE DEVELOPER

Apr. 2019 - May 2020 | Toronto, ON, Canada

- Managed the web services, CRM systems, and online shops serving for over 240,000 customers.
- Led the development of automatic data pipeline for customer behavior analysis and product recommendations.

## PROJECTS

### Mverse | SOFTWARE DEVELOPER

Jan. 2021 - Jun. 21 | Toronto, ON, Canada

Worked as a core contributor to *mverse*, an R package for multiverse analysis. The package extends R package multiverse with more friendly interfaces for analysts.

### Interactive Vis for Single Cell RNA-seq | SOFTWARE DEVELOPER

Sept. 2019 - Apr. 20 | Toronto, ON, Canada

Designed and developed the interactive application for processing and visualizing high-dimensional data in single cell analysis. Implemented GPU acceleration for single cell analysis algorithms and visualizations.

## PUBLICATIONS

- [1] CHEN, Y., LI, H., TURPIN, D., JACOBSON, A., AND GARG, A. Neural shape mating: Self-supervised object assembly with adversarial shape priors. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition* (2022), pp. 12724–12733.
- [2] RAO, V. R., KHALIL, M. I., LI, H., DAI, P., AND LU, J. Decompose the sounds and pixels, recombine the events. *Proceedings of the AAAI Conference on Artificial Intelligence* 36, 2 (Jun. 2022), 2144–2152.
- [3] RAO, V. R., KHALIL, M. I., LI, H., DAI, P., AND LU, J. Dual perspective network for audio visual event localization. In *European Conference on Computer Vision (ECCV)* (October 2022).