Haoda Li

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Education

M.Eng. in Electrical Engineering and Computer Science   August 2022 – May 2023
University of California, Berkeley   Berkeley, CA, USA

B.Sc. in Computer Science & Data Science   September 2017 – June 2022
University of Toronto, St. George Campus   Toronto, ON, Canada

Experiences

Machine Learning Engineer   June 2023 – Present
AniML, Inc.   Montreal, QC, Canada

- Joined as a founding engineer at AniML, developing the end-to-end solution for realistic 3D content creation using images and videos.
- Researched on neural rendering and 3D generative AI. Created solutions for the rapid reconstruction of high-fidelity objects.

Software Engineer   May 2020 – August 2021
Huawei Canada   Markham, ON, Canada

- Developed cloud-based video editing applications on mobile devices with cutting-edge AI algorithms.
- Maintained the automated pipeline for model training and cloud deployment using Docker.
- Used OpenCV and C++ to create test systems for hand tracking and action recognition.

Full Stack Software Developer   April 2019 – April 2020
Easy Group Inc.   Toronto, ON, Canada

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

Researches

Research Student   August 2022 – May 2023
VIP Lab, UC Berkeley   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.

Research Intern   August 2021 – August 2022
Vector Institute, University of Toronto   Toronto, ON, Canada

- Researched on and published a novel method for robots to resemble objects with 3D sensors.
- Developed CUDA accelerations kernels for differentiable physics based volume rendering.