

# Andy Chow

Curriculum Vitae

**Email:** my last name at [dgp.toronto.edu](mailto:dgp.toronto.edu)  
**Web:** <http://www.dgp.toronto.edu/~chow/>

Department of Computer Science  
University of Toronto  
40 St. George Street, Room 5167  
Toronto, Ontario, Canada M5S 2E4

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## Interests

Realistic image synthesis, character animation, human-computer interaction (HCI), non-photorealistic rendering (NPR), medical imaging, computational photography, computer vision and machine learning.

## Education

- Ph.D. candidate, Computer Science** 2010 – Present  
University of Toronto, Toronto, Ontario, Canada  
Supervisor: Eugene Fiume
- M.Sc., Computer Science** 2010  
University of Toronto, Toronto, Ontario, Canada  
Thesis: Orthogonal and Symmetric Haar Wavelets on the Three-Dimensional Ball.  
Supervisor: Eugene Fiume
- H.B.Sc., Computer Science** 2007  
University of Toronto, Mississauga, Ontario, Canada  
Graduated with distinction.

## Experience

- Teaching Assistant** 2009 – Present  
Department of Computer Science,  
University of Toronto.
- Student Researcher** 2004 – 2006  
Department of Chemical and Physical Sciences,  
University of Toronto.
- Software Developer and Consultant** 1996 – 2010  
Independent contractor.

## Teaching Assistantships

- CSC104 The Why and How of Computing F 2009, F 2010, F 2011
- CSC108 Introduction to Computer Programming F 2009
- CSC209 Software Tools and Systems Programming W 2011, W 2012
- CSC236 Introduction to the Theory of Computation F 2009
- CSC309 Programming on the Web W 2010
- CSC343 Introduction to Databases W 2010, F 2010, F 2011
- CSC347 Introduction to Information Security F 2009
- CSC490 Capstone Design Course F 2009
- RLG399 Designing a Website for Historical Studies W 2012

W = Winter (January to April) F = Fall (September to December)

## Awards and Honors

- Ontario Graduate Scholarship (OGS) 2007 – 2008
- Mary H. Beatty Fellowship 2007
- Helen Sawyer Hogg Graduate Admission Award 2007
- Ontario Scholar Award 1999

## Graduate Courses

- CSC2529 Character Animation Karan Singh A
- CSC2521 Physics-Based Character Animation Aaron Hertzmann A
- CSC2522 Advanced Image Synthesis Eugene Fiume A-
- CSC2521 Non-Photorealistic Rendering Aaron Hertzmann A
- CSC2504 Computer Graphics Aaron Hertzmann A+
- CSC2418 Computational Structural Biology Ryan Lilien A
- CSC2515 Introduction to Machine Learning Richard Zemel A

## Technical Skills

- General: C, C++, Java
- Animation: Autodesk Maya/MEL, Adobe Flash/ActionScript, ODE, OpenGL
- Graphics: Adobe Photoshop, PBRT, POV-Ray
- Academic: Maple, Mathematica, Matlab, ML, Octave, Prolog, Scheme
- Web: CSS, HTML, JavaScript, JSP, Perl, PHP, Python, Ruby
- Database: JDBC, MySQL, phpMyAdmin, PL/SQL, PostgreSQL, XML
- Productivity: LaTeX, Microsoft Office Suite
- Multimedia: Audacity, Apple QuickTime Pro
- OS: Microsoft Windows, Linux (Ubuntu, Fedora, Red Hat)
- CMS: Django, Drupal, Joomla!, WordPress
- IDE: Adobe Dreamweaver, CodeWarrior, DrJava, Eclipse, Microsoft Visual Studio, SVN, Wing IDE