

KINJAL PARIKH

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222 Elm Street, Toronto, Canada (M5T1K5)

EDUCATION

University of Toronto Sept 2022 - Present
PhD in Computer Science at Dynamic Graphics Project
Advised by Prof. David Levin

Savitribai Phule Pune University 2017 - 2021
B.Tech. in Computer Engineering

RESEARCH

Adobe June 2024 - Present
Research Intern
Advisors: Alec Jacobson, Danny Kaufman
Physics based text animations

Summer Geometry Institute, Massachusetts Institute of Technology July 2021 - Aug 2021
Summer Research Program
Acceptance rate: 5.4%

Mentor: Professor David Levin, Dept. of Computer Science, University of Toronto
Topic: Optimal Interlocking Parts via Implicit Shape Optimizations

Mentor: Dr. Tal Schnitzer, Dept. of Computer Science, Massachusetts Institute of Technology
Topic: Self-similarity loss for shape descriptor learning in correspondence problems

Mentor: Dr. Matheus Gadelha, Adobe Research
Topic: Learning Classifiers of Parametric Implicit Functions

Indian Institute of Technology, Bombay May 2020 - July 2021
B.Tech. Research Project
Advisor: Professor Uday Khedker, Dept. of Computer Engineering
Topic: Formalization of Translation Performed by the SCLP compiler phases

EXPERIENCE

University of Toronto Sept 2023 - present
Teaching Assistant
CSC108H1: Introduction to Computer Programming

Walmart Global Tech India Aug 2021 - Aug 2022
Software Engineer
Worked on several Java Springboot projects for logistic systems used in international markets

Walmart Global Tech India June 2020 - July 2020
Summer Intern
Contributed to a project automating the calculation of KPIs for workflows. Used PySpark and Ms SQL

PROJECTS

- Data Tactualization** May 2024
Explored the use of tactile texture densities as a channel for encoding continuous quantitative information in haptic visualizations for low and blind vision users
- Isosurface Stuffing** Dec 2023
Reimplemented *Isosurface Stuffing: Fast Tetrahedral Meshes with Good Dihedral Angles* by Francois Labelle and Jonathan Richard Shewchuk
- NeRF** April 2023
Reimplemented *Nerf: Representing scenes as neural radiance fields for view synthesis*
- Quasi-harmonic Weights** Dec 2022
Reimplemented the paper *Fast Quasi-Harmonic Weights for Geometric Data Interpolation* by Yu Wang and Justin Solomon - using Python
- Normal-Driven Spherical Shape Analogies** July 2021
Reimplemented the paper *Normal-Driven Spherical Shape Analogies* by Hsueh-Ti Derek Liu and Alec Jacobson - using MATLAB
- Virtual Drumkit** May 2020
Developed an application that simulates a Drumkit using OpenCV
- Augmented Reality Photo Booth App** Feb 2020
Developed an Android application using Sceneform framework that allows users to take pictures with virtual 3D objects

AWARDS AND SCHOLARSHIPS

- Wolfond Scholarship Program in Wireless Information Technology** 2022-2024
University of Toronto
20000 CAD
- Seminar report on *Scene Graph Generation*** 2020
Cummins College of Engineering
top 15 (out of 224) student seminars

OUTREACH

- DGP Academy** Mar 2024
Helped run a week-long outreach event organized to introduce computer graphics to high school students
- Summer Geometry Institute - student volunteer** July 2023
Organized social events and assisted students in their projects and coordinated with project mentors
- Samyak Drishti Foundation NGO** 2017 - 2020
Taught basic English course to underprivileged school girls
Organized and participated in various environmental and social drives
- Hour of Code** Dec 2018
Volunteered in a drive for encouraging children to participate in computer science related activities