

# Chenyi Li

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## EDUCATION

**New York University** | New York, NY May 2025  
*M.S. Candidate in Computer Science; GPA: 3.9/4*

**The Chinese University of Hong Kong, Shenzhen** | Guangdong, China Jun. 2023  
*B.E. in Computer Engineering; First Class Honors*  
Visiting Program: **UC Berkeley**, Computer Science

## SKILLS

- **Language:** Python (Pytorch, Tensorflow), Matlab, C++, R, SQL, CSS, JavaScript(Next.js, D3.js)
- **Game Development:** Unity, Blender, VR/AR development
- **Research:** Non-parametric/parametric Statistical Tests, User Study Design, Qualitative Analysis
- **System & Big Data:** Redis-streams, WebSocket, Spark, Hadoop

## RELEVANT EXPERIENCE

**VIDA Center at NYU** | *Research Assistant:* New York, NY Jan. 2024 – Present

- Proactive AR assistant on HoloLens to increase the task efficiency and user engagement
- Belief-Desire-Intention (BDI) user modelling for AR task guidance.

*This work resulted in submission to CHI 2025 under review.*

**Neuroinformatics Lab at NYU** | *Research Assistant:* New York, NY Jan. 2024 – Present

- Graph-contrastive learning model on electrophysiological data for hippocampal subregion classification. Achieved 5% classification accuracy improvement over transformer-based models.
- Engineered large-scale data preprocessing pipelines with parallel processing for analyzing neural datasets, enhancing model performance across 3 datasets (~600K data points).

**Mattar Lab at NYU** | *Research Assistant:* New York, NY Sept. 2023 – Present

- Supervised Decision-Transformer for meta-learning-based planning in maze navigation task.
- Conducted mechanistic interpretation analysis on representation and attention maps.

**Neural Control and Computing Lab** | *Research Assistant:* Shenzhen, Guangdong Jun. 2021 - Dec. 2021

- Autoencoder-based deep learning model *DeepSeparator* for EEG denoising. Achieved 25-40% better performance over traditional methods (EEMD-ICA, HHT, Adaptive Filter) over 50000 datapoints.

## PROJECTS

**We Matter: Data Visualization on Gender Equality from 1970 to 2023** Apr. 2024 – May 2024

- Conducted data wrangling on ~9,000 data points, uncovering 3 key insights on women's life conditions
- Created interactive data visualizations using **Altair** and **ds.j3**, polished with **CSS** and **JavaScript**.

**Escape Heterotopia: Psychological VR Immersive Escape Game** Apr. 2024 – May 2024

- Designed a psychology-inspired VR game in **Quest3** exploring fragmented sensations in modern life.
- Implemented game in **Unity**, resolving challenges in avatar bonding across different scenes.

## PUBLICATION

Junjie Yu, **Chenyi Li**, Kexin Lou, Chen Wei, Quanying Liu, "Embedding Decomposition for Artifacts Removal in EEG Signals", Journal of Neural Engineering, Volume 19, Number 2 (2021)

**Chenyi Li\***, Guande Wu\*, Gromit Yeuk-Yin Chan, Dishita G Turakhia, Sonia Castelo Quispe, Dong Li, Leslie Welch, Claudio Silva, Jing Qian (2024). Satori: Towards Proactive AR Assistant with Belief-Desire-Intent User Modeling. *In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems* (CHI '25). ACM, 2025. [arXiv:2410.16668](https://arxiv.org/abs/2410.16668)