

Huiqin Chen

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Education

- 2019-2022 **University of Toronto** (St. George)
Honours Bachelor of Science, with High Distinction
Faculty of Arts and Science (Computer science & Psychology)
- 2018-2019 **University of British Columbia** (Okanagan)
Faculty of Arts and Science

Positions

- 2022-present **Lab manager**
Department of Psychology, University of Toronto (St. George)
PI: Dr. Katherine Duncan (<https://duncanlab.org/>)
Dr. Any Finn (<https://finnlandlab.org/>)

Distinctions

- 2019-2022 **Dean's list Scholar**, University of Toronto (St. George)
- 2018-2019 **Dean's list Scholar**, University of British Columbia (Okanagan)

Conference presentations

Huiqin Chen, Gaeun Son, Dirk Bernhardt-Walther (2022), Categorization of continuously changing ambiguous scenes, *Virtual Vision Sciences Society conference*

Huiqin Chen, Gaeun Son, Dirk Bernhardt-Walther (2021), Perceptual hysteresis in the categorization of complex scenes, VISTA-CVR Virtual Vision Futures, York University

Research experiences

- 2020-present **Undergraduate Researcher**, Department of Psychology, University of Toronto (St. George)
Bernhardt-Walther Lab | Supervisor: Dr. Dirk Bernhardt-Walther
(<https://www.bwlab.org/home/>)
- Independent research on perceptual ambiguities in scene perception, focusing on dynamically changing environment.
 - The BW Lab focuses on natural scene perception, particularly on scene categorizations, standing at the intersection of computer vision and human

vision. My study uses synthesized images created by a GAN (generative adversary network) to examine the perceptual ambiguity in scene perception.

2021 – 2022 **Research Assistant**, Department of Psychology, University of Toronto (*St. George*)
Budding Minds Memory and Development Lab | Mentor: Zahra Abolghasem
(<http://buddingmindslab.utoronto.ca/>)

- Conducted experiments with children and adults for developmental study on associative memories

Computer Science Projects

Computer Vision in-course projects:

- https://drive.google.com/file/d/1GQo5Y_w69HgMcK00Idi9b32JTV5qOfPI/view?usp=sharing
- <https://drive.google.com/file/d/1x50BLWfntktNYKxQ6-gqNusq9V8Rli48/view?usp=sharing>
- https://colab.research.google.com/drive/1maZiJaz5aDF5HmSz86V_Fce0CygYd7sz?usp=sharing

Machine learning

Language: Python

- An in-course practicing project by a team of two people. Given the data from the online course platform, build a predictive model that predicts students' performance on questions, where the analysis is based on past questions and other students' answers.

Android Application

Language: Java

- An application built by using Android Studio. This is an in-course project with a team of 6 people. The application includes three games and a shop. Users have their own profile with their points accumulated from the games, and the points can be used to exchange items in the shop.

Volunteering experience

2020 Research supporting paper and data (environment and well-being) for the non-profit organization, pointA.

2019 Volunteer Coordinator in Psychology Student Association