

# Devamardeep Hayatpur

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[hayatpur.dev](http://hayatpur.dev)

## Education

### University of California, San Diego

Ph.D., Cognitive Science (Ongoing)

Sep 2021 -

### University of Toronto

BSc, Computer Science

– GPA: 3.84

Sep 2016 - May 2021

## Research Internships

### University of California San Diego

Visiting Scholar, Supervisor: Haijun Xia

May 2020 - Sep 2020

- Synthesize useful, interactable, visual representations of computer code.
- Research areas: computer science education, visual representations.

### Dynamic Graphics Project, University of Toronto

Student Researcher, Supervisor: Daniel J. Wigdor

May 2019 - May 2020

- Immersive analytics system that capitalizes on spatial cognition skills.
- Research areas: virtual reality, information visualization, cognitive science.

### Dynamic Graphics Project, University of Toronto

Student Researcher, Supervisor: Daniel J. Wigdor

May 2018 - Sep 2018

- Interaction techniques for efficiently arranging objects using hand gestures.
- Research areas: virtual reality, interaction techniques, scene design

## Research Projects

### Collaborative Education in Immersive Environments

Supervisor: Prof. Paul Gries

May 2020 - Current

- Collaborative computer science learning techniques for teaching computer science concepts in virtual reality.
- Research areas: computer science education, collaborative learning

## Conference Publications

C2. **Devamardeep Hayatpur**, Haijun Xia, Daniel Wigdor. 2020.

DataHop: Spatial Data Exploration in Virtual Reality.

UIST 2020: ACM Symposium on User Interface Software and Technology.

[Website](#), [Paper](#), [Video](#), [Talk](#)

C1. **Devamardeep Hayatpur**, Seongkook Heo, Haijun Xia, Wolfgang Stuerzlinger, Daniel Wigdor. 2019.

Plane, Ray, and Point: Enabling Precise Spatial Manipulations with Shape Constraints.

UIST 2019: ACM Symposium on User Interface Software and Technology.

[Website](#), [Paper](#), [Video](#)

## Teaching Experience

- Teaching assistant for *CSC209: Software Tools and Systems Programming* (Jan - May 2019, University of Toronto)

## Invited Talks

- **DataHop: Spatial Data Exploration in Virtual Reality**  
Paper Presentation at UIST'20 (Virtual)  
Oct 2020
- **Plane, Ray, and Point: Enabling Precise Spatial Manipulations with Shape Constraints**  
Paper Presentation at UIST'19 (New Orleans, US)  
Oct 2019

## Honours

- **Dean's List Scholar** (2016, 2017, 2018)
- **Honour Roll** (2016, 2017, 2018)

## Technical Skills

- **Programming languages:** C/C++, C#, Python, Javascript, Java, Kotlin, GLSL/HLSL
- **Tools:** Node, Firebase, React, SteamVR, D3.js, WebGL
- **Software:** Unity3D, Unreal Engine 4, Blender, Adobe Photoshop / Illustrator / Premiere