

## Biography

Corey Toler-Franklin is an Assistant Professor of [Computer Science](#) at the [University of Florida](#) where she directs the Graphics, Imaging & Light Measurement Laboratory. Dr. Toler-Franklin obtained a Ph.D. in Computer Science from [Princeton University](#). She earned an M.S. degree from the [Cornell University Program of Computer Graphics](#), and a B. Arch. degree from [Cornell](#). Before joining the UF faculty, Dr. Toler-Franklin was a UC President's Postdoctoral Fellow at [UC Davis](#), and a research affiliate at the [CITRIS Banatao Institute](#) at [UC Berkeley](#). She also held positions at [Autodesk](#), [Adobe](#) and [Google](#).

Dr. Toler-Franklin's research in computer graphics and vision includes Machine Learning, Data Acquisition, Appearance Modeling, Imaging Spectroscopy and Non-Photorealistic Rendering, with real-world applications in Biodiversity, Bio-Medical Research and Archaeology. Her algorithms use mathematical principles in optics to capture and analyze the shape and appearance of complex materials. Her recent work develops AI algorithms for biomedical research. Collaborating with the UF College of Medicine Oncology and Pathology Departments, and the UF Neuroscience Department, Dr. Toler-Franklin developed deep learning algorithms for diagnosing metastatic cancers and studying behaviors associated with neurological disorders (Alzheimer's, autism, depression).