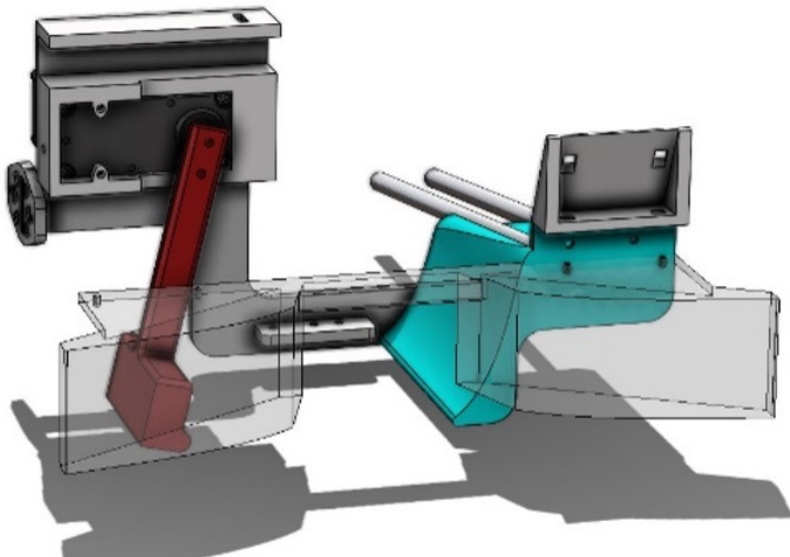
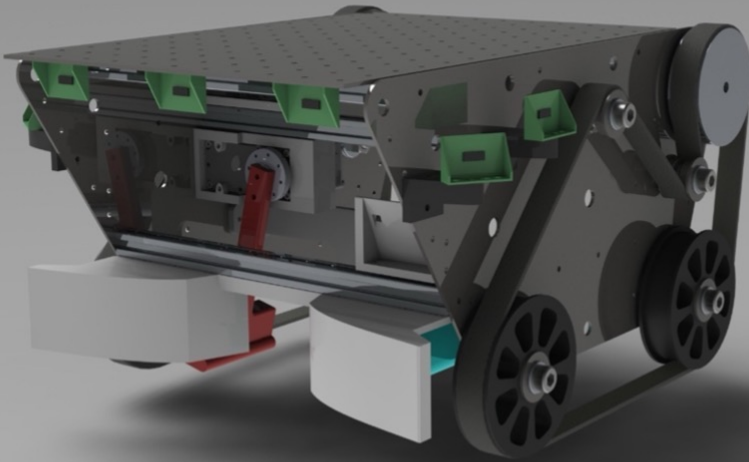


# RoboCup Competition



## Weight Collection

The purpose of this robot was to outperform other robots in collecting weights throughout an arena



## 3<sup>rd</sup> Place

This robot came 3<sup>rd</sup> place out of a pool of 39 teams



## Fully Autonomous

Programmed in Arduino to perform without human input



## Success

The robot successfully picked up 96% of weights detected via time-of-flight sensors (attached to green parts on upper CAD model)

## Specific Skills

Iterative Hardware Testing

Team Leadership

Digital and Analogue  
embedded system  
peripheral control

Project Budgeting

Project Management  
Software (ClickUp)

CAD Software (Solidworks)

# Guitar Pedal



## Wah Wah Pedal

Created and ordered a PCB, soldered on components using a manual pick and place machine



## The Electronics

A wah wah pedal is an application of a band-pass filter, by adjusting the value of the potentiometer (X1), this band moves through the frequency spectrum



## Signal Processing Modification

The output of this circuit was scaled and passed into an Arduino analogue input. The frequency spectrum of the signals were measured and plotted through an OLED display

I am currently designing a 3D printed housing in Solidworks

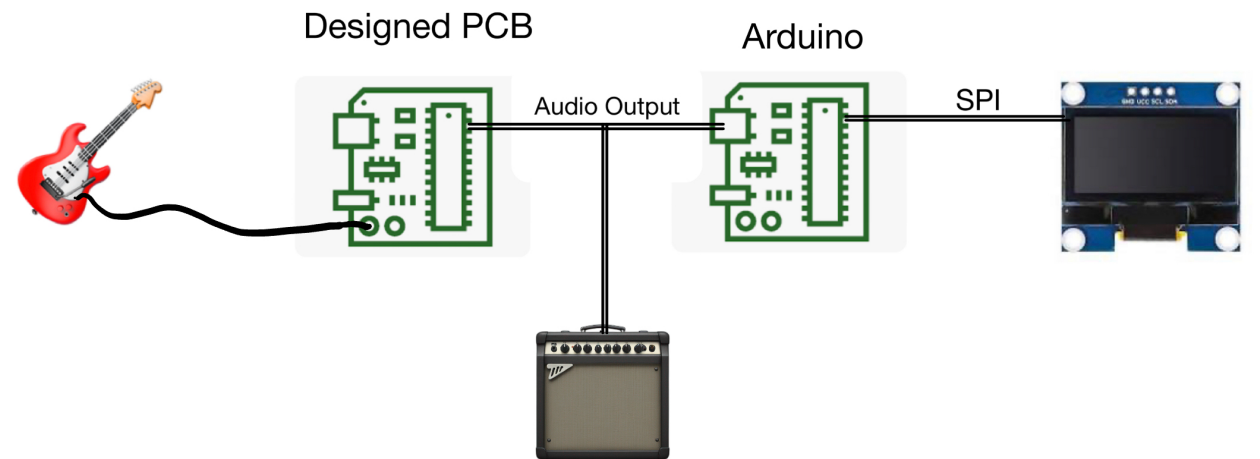
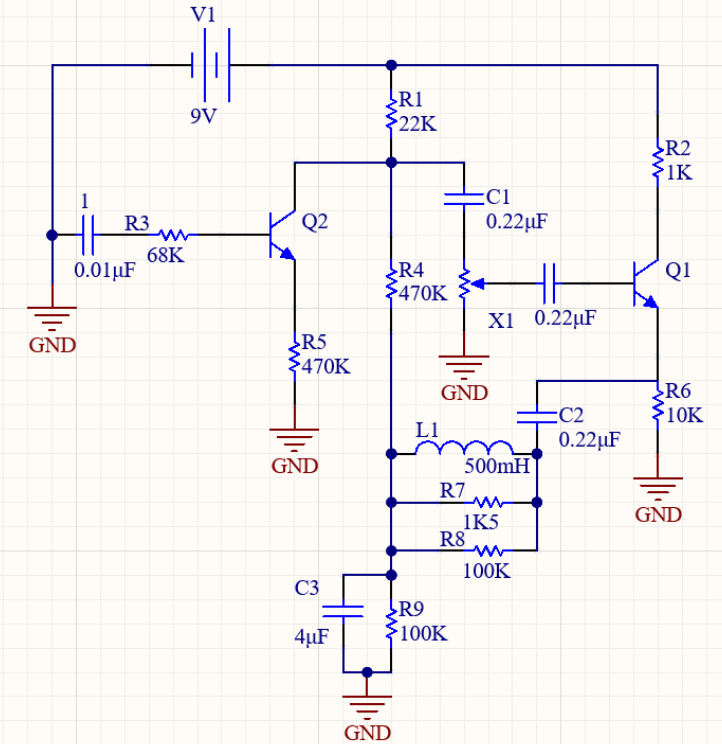
## Specific Skills

Schematic and PCB layout (Altium)

Component Selection

Signal Processing

CAD (Solidworks)



# The Garden Gnome



## The Rules

Over the last year, myself and a group of friends have been running a competition, where a prize goes to the house that holds the garden gnome for the longest cumulative time.



## The Project

In response to the game, I engineering a weather-resistant module to detect when a Gnome Thief enters the property. The unit contains an IR sensor, internal battery and RF unit to alert the house when the back gate is opened.

Purposefully overengineered (could do with string attached to a bell)

## Specific Skills

Water-Resistant Mechanical Design

CAD (Fusion 360)

RF Design

Electrical Component Selection

