

Ted Kern

tkern@arnatus.com • (702) 539-2661

EDUCATION	Carnegie Mellon University, Master of Science in Electrical and Computer Engineering • GPA: 4.00 / 4.00 Bachelor of Science in Electrical and Computer Engineering • GPA: 3.15 / 4.00	Pittsburgh, PA Expected Dec 2018 May 2018
EXPERIENCE	347C Extreme Environment Robotics, NASA Jet Propulsion Laboratory <i>JPL Summer Internship Program, ISEE Perception Intern</i> • Researched composition and visible characteristics of planetary ice, discovering methods to replicate natural processes • Crafted C++ test suite for evaluating performance of different mapping methods on ice walls using PCL <i>JPL Summer Internship Program, LEMUR Perception and Navigation Intern</i> • Refactored and standardized ROS C++/Python codebase and build tooling of robot control, perception, and planning software, affording faster compile times and uniform style • Investigated cause of artifacts in 3D terrain scans and implemented filtering to reduce false surfaces • Extended collision detection routines using Bullet Physics to allow for robust planning with concave obstacles <i>JPL Summer Internship Program, LEMUR Perception and Navigation Intern</i> • Planned and implemented limb-based perception subsystems and relevant simulation code for LEMUR rover • Implemented a library for allowing the Intel Realsense depth camera to communicate with ROS • Created sensor configuration/filtering simulations to optimize LEMUR sensor accuracy Pololu Robotics and Electronics Electrical Engineering Intern • Designed, documented, and brought to market a commercial motor controller shield for Arduino using Altium • Constructed and documented accompanying firmware libraries and example code for the above product	Pasadena, CA Jun – Aug 2018 Jun – Aug 2017 May – Aug 2016 Las Vegas, NV Jun – Aug 2014
RESEARCH EXPERIENCE	Biorobotics Laboratory, Carnegie Mellon University <i>Undergraduate Researcher, Modsnake</i> • Designed a small footprint brushless DC motor driver for a high power, gearless robot leg • Devised electrical and communication systems for jumping robot with gecko-styled reorientation mechanism • Managed lab infrastructure including project repos, wikis, interviewing and matching applicants with research • Migrated several projects from Redmine/SVN to Github and off-site backup services • Consulted as circuit designer for lab projects, offering guidance and verifying designs before fabrication Planetary Robotics Lab, Carnegie Mellon University <i>Undergraduate Researcher, Andy Rover</i> • Produced power conversion and distribution modules for Lunar Rover using space capable materials • Conducted feasibility review for different multi-camera designs for lunar image gathering • Investigated performance of image processing on a space grade FPGA versus dedicated graphics hardware	Pittsburgh, PA Aug 2014 – May 2016 Pittsburgh, PA Aug 2014 – Jul 2015
SKILLS	Software: ROS, Unix, CMake, OpenCV, Qt, Altium, Solidworks, Simulink, Labview Programming Languages: C, C++, C#, Matlab, Python, Java, \LaTeX , SystemVerilog Spoken Languages: English (Native), Portuguese (Fluent), French (Conversational)	
SELECTED PROJECTS	Augmented Virtual Reality using Depth Imaging and HTC Vive, ECE Capstone, Team • Fused sensor data from a depth camera and VR tracker beacon to perform 3D object scans • Adapted teammate's OpenGL viewer code to render in VR, allowing for mixed reality perception Biopattern Visual Pattern Extraction (with JPL PEARL), <i>Pattern Recognition Theory (Graduate)</i> • Investigated set of geological images using Matlab, discovering underlying discriminant for biological origins • Synthesized a reference image from classifier that depicted useful markers for identifying biological patterns LEMUR Graspability Model (with JPL LEMUR), <i>Math Fundamentals for Robotics (Graduate)</i> • Designed mathematical model for graspable surfaces based on Solidworks model of robot manipulator • Implemented tool to visualize and label graspable areas on point cloud scans of real world terrain in Matlab	
ADDITIONAL EXPERIENCE	Carnegie Mellon University School of Computer Science Teaching Assistant, 15-294/15-394 Rapid Prototyping Technologies Teaching Assistant, 15-122 Principles of Imperative Computation	Pittsburgh, PA Aug 2018 – Present Aug – Dec 2015