Christopher Zawacki

Address 27 Bayberry Dr., Easthampton MA 01027

Phone (413) 539-7138

Mail zawacki.cameron@gmail.com
Website http://camzawacki.github.io/

EDUCATION

Masters GPA: 3.74/4.00; Major GPA: 3.63/4.00; Cumulative GPA: 3.49/4.00

Candidate for M.S.E in Robotics University of Pennsylvania Candidate for B.S.E in Mechanical Engineering and Applied Mechanics University of Pennsylvania Candidate for B.S.E in Computer and Information Science University of Pennsylvania Minor in Mathematics University of Pennsylvania 2016-2018 2013-2017

TECHNICAL SKILLS

- Languages: C, C++, Java, Matlab, Python, C#, JavaScript, HTML, CSS
- Areas of Focus: Machine Learning, Embedded Systems, Mechatronics, Control Theory
- Experienced With: ROS, Solidworks CAD, Eagle PCB Design, Machining, Composite Materials, LaTeX

EXPERIENCE

Research Assistant in Kodlab - GRASP subsidiary

2015-Present

University of Pennsylvania

- Researched constant voltage, gait stabilizing leg design
- Designed and constructed new quadrupedal robot from scratch for the lab
- Explored multiarmed bandit style gait optimization: Link: ICRA Submission
- Current Project: Mathematical model of gait space found by bandit algorithm

Academic Project - Hospital blood bag delivery system

2015

University of Pennsylvania

- Designed and built an autonomous transport robot capable of traveling speeds of 3-4 mph with a max payload of 35lb
- LiDAR based navigation system running a ransac algorithm for wall detection.
- http://camzawacki.github.io/projects/Hemoglobetrotter

PROJECTS

Current Projects

- pAInter: Modifying custom 3D printer into painting platform for an AI agent
- PCB Printer: Designing and building a PCB etching machine
- Learning RNN: Modifying current Recurrent Neural Net designs to output functional code
- AI Storytelling: Designing systems that produce 'original' content with the goal of maximizing user enjoyment

Completed Projects

- Stirling Engine: Designed and machined a sterling engine electric generator
- Standard RL: Used reinforcement learning algorithm to teach a computer how to play Pac-man
- 3D Printing: Built 3D printer from scratch
- Neural Networks: Used artificial neural net to predict outcome of NBA games