PROJECTS - Further information and proof supplied on request

Deep Q-Learning Self Study, November 2024-Current, Personal

- Implemented Q-learning in PyTorch with the OpenAI CartPole environment
- Currently working on making a working implementation of the more complex CarRacing environment

Aerial Path Planner, October 2024-December 2024, UMO

- Used OpenCV to create a program that creates a panorama from aerial drone footage
- Utilized PyTorch to create a 24 class segmentation model with only 400 images that achieved a 92% accuracy which would be applied to the panorama
- Utilized the ZoeDepth ML algorithm to create an elevation map of the panorama
- The second half of this project which was not completed by me used the color, height, and segmentation maps to inform an A* algorithm to plot paths on the terrain

Graphite Coating Machine Prototype VI and V2, August, 2021-May, 2024, General Electric

- Building machine that sprays blade dovetails with Graphite solution in order to get rid of farmed out process, decreasing lead time from 4.5 weeks to 2 days
- Sprays, Bakes, and cools part at rate determined by the takt time
- Sensor, Programming, and Electrical work, tying together over 40 sensors, as well as driving all part conveyance, and passive data gathering

Gas Blade Inspection Line Rework, June, 2021, General Electric

- Reworked ~10 minutes of paperwork per part into a 6 second scan with Cognex camera based scanners
- Created application using Javascript + React + Webpack that queries many different databases using embedded SQL and extrapolates all part information from every previous process in order to determine if the part is ready to be shipped
- If part is not ready for shipping, the automated application explains exactly what is wrong with the part, and how to get it fixed

Coordinate Measuring Machine (CMM) Rework, July, 2022, General Electric

- Reworked Coordinate measuring machine to better fit "lean manufacturing" standards
- Worked with operators and supervisors to draw up new CMM layout
- Reconfigured Machine to be right-sized, including rerunning all control equipment and operator interface equipment

My Pocket Workshop, Summer, 2023, Business Launch Attempt

- Business that links together Maine's existing manufacturing companies to source parts for user created designs, and ship their materials and instructions directly to them
- Cutting down on users' costs by combining many user projects into bulk orders, reducing material and shipping costs
- Anticipated to have website where users can submit orders and view and purchase other users' creations
- Anticipated to have specialized kits for difficult projects to aid in engineering education for all ages
- Wrote website using typescript, react, and webpack in order to make aesthetically pleasing user interface for My Pocket Workshop
- Data Storage using MongoDB
- Launched with GoDaddy services

Cluster Computing with BeagleBone Black, Spring, 2023, Center for Undergraduate Research

- Mentored by Professor Vincent Weaver
- Created Cluster of eight beaglebone black rev c embedded boards
- Compared processing speed, power consumption, and cost to a similar cluster computer that utilizes Raspberry Pi embedded boards
- Anticipated to Speak at a Conference in April 2023 to report my findings

UMO BBR Mining Robot V1, June, 2022, Black Bear Robotics

- Programmed a remote controlled lunar mining robot using the Robot Operating System (ROS2)
- Created transmitter-receiver link between robot and laptop through the use of a wifi router
- Wrote Shell Script to run python movement control program on startup
- Demonstrated learning and proficiency in the Robot Operating System (ROS2)

UMO BBR Mining Robot V2, June 2023, Black Bear Robotics

- Reprogrammed a remote controlled lunar mining robot using the Robot Operating System (ROS2)
- Created transmitter-receiver link between robot and laptop through the use of an onboard wifi router
- Wrote Shell Script to run python movement control program on startup
- Arduino C++ program to parse control data from robot and command movement, in addition to relaying motor data back to controller
- Remote Control Interface with remote camera feed, controls, and robot movement data displayed on laptop for easy controlling, written in python with Pygame

Electric Skateboard V1, June, 2020, Personal

- Custom built skateboard powered by single belt driven motor
- Speed Control based on input from bluetooth handheld remote
- Designed and 3D Printed all hardware housing, built for quick swapping Lithium Polymer batteries

Electric Skateboard V2, September, 2022, Personal

- Custom built skateboard with dual belt-driven motors
- Speed Control based on input from UART Controller, intercepted by Dual VESC
- Designed and 3D Printed all hardware housing
- Hidden Copper Braided cable embedded in the deck to connect rechargeable battery to control electronics, allowing for flexing of the deck

Boost Convertor, May, 2022, UMO

- Designed Circuit that generated 24 Volts when supplied 12 Volts
- Authored thorough Technical Report
- Completed in depth cost analysis

Pong Game, December, 2021, UMO

- Recreated the video game "Pong" in Verilog
- Wrote custom VGA driver for displaying
- Established keyboard capability using PS2 port

Tower Takeover Dungeon Crawler Game, December, 2021, UMO

- Created personal dungeon crawler game in c++
- Demonstrated high proficiency in object oriented programming, inheritance, and pointers
- Command line and input file driven gameplay

Head of Computer Science Boot Camp, July, 2018 & July, 2019, Maine Central Institute

- Coordinated Curricula for two different age groups spanning ages 7-16
- Demonstrated the ability to teach children the basics of computer programming
- Established foundational Administrative skills