

# Ao Yu

## Software Engineer

A passion for learning and applying what is learned to solve real world problems. Strive for simple solutions derived from first principles to solve complex problems.

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## **WORK EXPERIENCE**

# **Software Engineer** General Motors LLC

08/2021 - Present

Milford, Michigan

Achievements/Tasks

- Implementation of embedded software requirements and features
- Implementation of high-level software architecture by use of various design patterns
- Integrated supplier codebase for lower-level software
- Developed automated test suit at the unit and HIL level

# **Autonomous Vehicles Controller Integration** Engineer

General Motors LLC

04/2017 - 07/2021

Milford, Michigan

Tasks

- Duties regarding development and integration of perception, mapping, and localization stack for GM Defense's leaderfollower autonomous program.Integration and validation efforts for supplier provided board support package (M\_CAL)
- Supported bring-up of BSW layer components for new controller program
- Integration and validation efforts for supplier provided board support package (M\_CAL)

# **Robotics Research Engineer** General Motors R&D

08/2015 - 03/2017

Warren, Michigan

- Developed user-friendly software application.
- Developed novel adaptive motion controls algorithm.
- Performed experiments and tests to validate hypothesis.
- Employed object oriented paradigms and design patterns.

## **EDUCATION**

# Master of Science - Mechanical Engineering Wayne State University

06/2015 - 07/2016

Detroit, Michigan, GPA: 4.0

# **Bachelors of Science - Mechanical** Engineering

Wayne State University

04/2012 - 06/2015

Detroit, Michigan, GPA: 3.73

## **SKILLS**



# PERSONAL PROJECTS

IMU Sensor System for Patients (01/2015 - 05/2016)

- Developed C# based windows application to interface with IMU sensor wirelessly via bluetooth
- Developed native Java android application to interface with IMU sensors wirelessly via bluetooth

## Autonomous Lawn Mowing Robot (07/2020 - Present)

- Developed embedded and ROS based software stack
- Mowing robot utilized RTK and lidar for localization
- Mowing robot utilized camera and lidar for object detection and tracking
- Developed scalable embedded software architecture by reflecting Autosar standards

## Social Application (05/2020 - Present)

- Use of HTML, CSS, and Javascript for front and back end features
- Utilized Google Firebase for backend database
- Utilized Flutter/Dart to develop mobile application

#### **ACHIEVEMENTS**

#### TeamGM Award

Awarded for automating software testing on HIL environment

#### Undergraduate Research Grant

Monetary grant to perform R&D of inertial based medical device

#### **INTERESTS**

Computer Science Codina Learning Robotics Automation Innovating Networking Football