

Zi Huang

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EDUCATION

Delft University of Technology (TU Delft) <i>Master of Science in Robotics</i>	Sep 2024 — Present <i>Delft, NL</i>
Harbin Institute of Technology (HIT) <i>Bachelor of Engineering in Automation</i>	Sep 2020 — Jun 2024 <i>Weihai, CHN</i>

• CGPA: 8.5/10

• Key Coursework: Deep Reinforcement Learning, Robot Dynamics, Planning and Decision Making, Machine Perception, Computer Vision.

• CGPA: 91.47/100

• Key Coursework: Modern Control Theory, Intelligent Control System, Embedded Systems, Machine Learning, Calculus & Linear Algebra.

PROFESSIONAL EXPERIENCE

Software Engineer (AI & Computer Vision) Havatec BV	Jul 2025 — Nov 2025 <i>Nieuw-Vennep, NL</i>
• Developed an end-to-end computer vision pipeline for instance segmentation. • Engineered the complete lifecycle: curated custom datasets, trained Deep Learning models in PyTorch, and optimized inference using ONNX for real-time deployment. • Integrated C# post-processing logic to interface AI predictions with industrial machine control systems.	

• Developed an end-to-end computer vision pipeline for instance segmentation.

• Engineered the complete lifecycle: curated custom datasets, trained Deep Learning models in PyTorch, and optimized inference using ONNX for real-time deployment.

• Integrated C# post-processing logic to interface AI predictions with industrial machine control systems.

• Designed and tuned cascaded PID algorithms for precise motor control (speed, position, and torque).

• Validated control stability and performance through extensive MATLAB/Simulink simulations prior to hardware deployment.

RESEARCH & ACADEMIC PROJECTS

Master's Thesis: Bio-inspired Control for Soft Snake Robots	Oct 2025 — Present
• Developing a control framework for soft-robot locomotion using Spiking Neural Networks (SNN) and Reservoir Computing. • Investigating the coupling of Spike-Timing-Dependent Plasticity (STDP) for unsupervised feature learning with PPO for dynamic target reaching. • Aiming to demonstrate adaptive and energy-efficient locomotion compared to traditional ANNs.	
Hierarchical RL for Quadruped Terrain Adaptation	Nov 2025 — Present
• Designing a Hierarchical Reinforcement Learning (HRL) architecture for robust quadruped locomotion on uneven terrain. • Decoupling the policy into a high-level velocity command planner and a low-level actuator controller to improve sample efficiency and stability.	
Safe Planning & Control for Quadrotors (MPC + RRT*)	Nov 2024 — Jan 2025
• Video: https://youtu.be/btgGNvN8GC0 • Simulation study under Pybullet. Developed a hybrid planning architecture combining sampling-based search with optimization-based control. • Implemented Informed RRT* for asymptotically optimal global path planning in cluttered environments. • Designed a linear Model Predictive Controller (MPC) using OSQP to track trajectories while enforcing dynamic constraints and ensuring local collision avoidance.	
Multi-Sensor Fusion for 3D Perception	Nov 2024 — Jan 2025
• Engineered a cross-modal fusion pipeline combining LiDAR point clouds(bounding box proposals), camera image(pedestrian classification), and Radar velocity data(adaptive confidence scaling). • Achieved 0.368 mAP on the “View of Delft” dataset (surpassing baselines by 26%) by implementing RANSAC ground plane removal with DBSCAN clustering on Lidar point clouds and apply adaptive confidence scaling for a MobileNet classifier.	
Bachelor's Thesis: Visual Navigation for AGVs	Nov 2023 — Jun 2024

- Code: https://github.com/HuangZi-zi/Bachelor_Thesis_MATLAB
- Developed a robust RGB-D perception system using Region Growing algorithms to extract linear feature.
- Integrated an Artificial Potential Field (APF) local planner for real-time obstacle avoidance on a physical AGV platform.
- Validated the Sim-to-Real transferability of the navigation stack in MATLAB and hardware experiments.

Combinatorial Generalization in VAEs

Feb 2025 — Apr 2025

- Code: <https://github.com/Roodster/dsait4125-cv>
- Investigated representation learning by modeling group actions in Variational Autoencoders (VAEs).
- Visualized latent space disentanglement using UMAP to compare transformation-encoding VAEs against standard baselines.

Apple Harvesting Robot Manipulation

Apr 2025 — Jun 2025

- Video: <https://youtu.be/dJFtMQb1bO0>
- Implemented a ROS2/MoveIt motion planning pipeline for a 4-DOF arm to execute inverse kinematics and pick-and-place tasks.

HONORS & AWARDS

Finalist, Interdisciplinary Contest in Modeling (ICM), COMAP (Top 2% globally)

Jul 2023

Outstanding Graduate, Dept. of HR & Social Security of Shandong Province

Jan 2024

Academic Excellence Scholarships (First & Second Grade), Harbin Institute of Technology

2021 - 2023

- Awarded 5 times consecutively for maintaining outstanding GPA.

- consistently ranked in the Top 3% (First Grade) and Top 7% (Second Grade) of the cohort.

Second Prize, National Ocean Navigation Device Competition, Chinese Society of Naval Architects and Marine Engineers

Aug 2021

- Designed and built an underwater robot capable of autonomous obstacle detection.

Outstanding Student Leader & Social Work Scholarship, Harbin Institute of Technology

2021 - 2022

- Awarded 3 times for exceptional contribution to the University Admission Office and volunteer services.

TEACHING & LEADERSHIP

Teaching Assistant: Machine Perception

Nov 2025 — Present

TU Delft

Delft, NL

- Assisting in material preparation and practical sessions for graduate-level Machine Perception course.

Volunteer Team Lead

Mar 2022 — Aug 2022

Chengdu Weiguang Public Welfare

Panzhuhua, CHN

- Led a team of 9 volunteer teachers to provide education in under-resourced areas.

SKILLS

- **Programming:** Python, C/C++, C#, MATLAB, Simulink.
- **Robotics & AI:** ROS2, PyTorch, TensorFlow, MoveIt, OpenCV, Git, Docker.
- **Planning & Logic:** PDDL, Prolog.
- **Languages:** English (C1), Chinese (Native).