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Education

University of California, Riverside

900 University Ave, Riverside, CA

92521

MASTER OF SCIENCE IN ELECTRICAL ENGINEERING

2019

BACHELOR OF SCIENCE IN ELECTRICAL ENGINEERING

2018

Work Experience_

Virtium LLC

Engineering Intern Jun 2018 - Sep 2018

- Worked in a team of four to develop a test automation software. This work focused on improving the efficiency of the company's product verification process.
- Virtually wired test systems together that could be controlled by test engineers through a website with Node-Red.
- Programmed scripts to integrate third-party testing software into our software.

Engineering Projects

Autonomous Scoring Drone ())

Senior Design Sep 2017 - Dec 2018

- Design an autonomous drone that could fly to designated coordinates to score targets using image processing.
- Worked with another team member to design an embedded system needed to control the drone.
- Implemented the on-board embedded system to send back sensor data.

Alchehistory ()

ADVANCE COMPUTER VISION COURSE PROJECT

A simple Match 3 game revolving around combining elements to form other elements and vice versa. This game was developed in unity3d and featured a selection of small self contained levels and an infinite mode of play.

CIFAR-10 Image Classifer

COMPUTER VISION PROJECT Dec 2018 - Feb 2019

- Implemented a simple image classifier using classical with machine learning techniques.
- Trained and utilized a convolution neural network (CNN) to extract features using images from CIFAR-10 database.
- · Programmed a K-Nearest Neighbor classifier in Matlab to classify images with features extracted from the CNN.
- Compared the results from the KNN with that of the full-connected layer.

Skills

Programming Python, Node.JS, C/C++, Javascript, LaTeX, Matlab

Engineering Signal Processing (theoretical), Machine Learning, Computer Vision, Embedded System

Programms Matlab, Pspice, Visual Studio, Latex