Ruming Zheng │ Msc Robotics

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EDUCATION

Msc Robotics   Sep 2024 – Present
University of Manchester
Relavant Modules: Foundations of Machine Learning, Software for Robotics, Robotic Systems, Robotic Manipulators

BEng (Hons) Electronic Engineering and Computer Systems SW   Sep 2021 – Jul 2024
University of Huddersfield
Overall result: **[87.6]** % **Second-year** result: **[85.92]** % **First-year** result: **[93.5]** %
- Embedded Systems (Grade A, 84%),
- Computer Programming (Grade A, 88%),
- Mathematics (Grade A, 100%),
- Electronics (Grade A, 98%)
- Final Year Project (Grade A, 83%)

Bachelor Degree: **1st Honours**

RELEVANT EXPERIENCE & ACHIEVEMENTS

Investigating the STM32 microcontroller feature set for use as a didactic tool, FYP   Summer 2024
- Designed and developed a set of examples and exercises tailored for users, aiming to provide a foundational understanding of the STM32 microcontroller's capabilities and features.
- Deep research on STM32 capabilities among timers, PWM, interrupts, USART/UART, ADC and LCD.
- Designed and developed a 'Snake' game based on the STM32 Nucleo board as the final result of my dissertation

National Undergraduate Electronic Design Competition, Fujian, China   Spring 2022
- Coded the visual part of the project based on communication with teammates
- Used the component of OpenMV (based on MicroPython) to detect and identify numbers
- Set up the physical structure of the whole robot car
- Completed the competition report on how the project runs and the detailed design in OpenMV

Participated in a project of my course professor   Winter 2021
- Set up the basic programming environment in Jetson Nano with 2 classmates
- Configured and ran the visual module of OpenCV in Jetson Nano
- Tested the example of a 'Long Jump' video and captured its body structure when it was moving

COURSE PROJECTS

Design of the Student Information Management System based on C/C++
    Course: Computer Programming
- Sorting and Searching Operations

Used the Bubble Sort algorithm to organize student records according to a number of criteria, including name, roll number, and GPA. Developed search capabilities to find specific student records quickly, improving the system's usability.
- User Interface Design and Interaction

Created a command-line interface to help users with options including adding a new student, looking up a student, updating student information, and creating academic reports.

OTHER WORK EXPERIENCE

Part-time Waiter in a Restaurant   May 2023 – Augest 2023
- Guest Reception and Seating
- Order Taking and Payment Processing
- Food Delivery

SKILLS & INTERESTS

- **Technical Skills:** C, C++, Python, Matlab
- **Languages:** Mandarin(Native), English(Fluent)
- **Interest:**

I am a basketball enthusiast who participates in team basketball competitions in my spare time. Through group work in basketball matches, I have become a good communicator and leader.

Additionally, I have a great interest in robotics and I strive to enrich my abilities in robotics and AI as much as possible to improve myself.