# Johnson **Zhong**

**Robotics Engineering Student** 

CONTACT

Legal Name Sheng

Website johnsonzhong.me

**Email** johnson9510@hotmail.com

Github github.com/lemonpi

**EDUCATION** 

2013-09 то 2018-06

University of Toronto

◆ B.ASc in Engineering Science Robotics

◆ Cumulative GPA: 3.92/4.0

♦ Major GPA: 4.0/4.0 ◆ Rank 2/161 in 3rd year

RESEARCH EXPERIENCE

2017-09 то 2018-05

Magnetic Microbead Control for Intracellular Manipulation with Prof. Yu Sun

Undergraduate Thesis at the Advanced Micro and Nanosystems Laboratory

Project plan is to:

◆ Create simulation of the magnetic system

◆ Adapt controllers to a lower visual feedback frequency (30Hz to 4Hz)

◆ Design a controller to simultaneously control multiple beads to enable twist

manipulation

Verity Studios R&D Engineering Intern with Prof. Raffaello D'Andrea

16 months Professional Experience Year, Zurich - veritystudios.com

Verity Studios is an ETH spinoff specializing in indoor drone show systems.

◆ Modelled localization system that gave position updates to drones

• Estimated localization performance at any point inside any hypothetical flight space

◆ Achieved 0.86 correlation with 95% confidence of >0.8 against real performance

• Designed model for computational efficiency and suitability as a cost function

◆ Designed and implemented cross-platform parameters framework

◆ Parameters retained stored values intelligibly after firmware updates

FPGA CAD Routing Optimization with Prof. Vaughn Betz

Summer research with USRA NSERC 5k grant, University of Toronto johnsonzhong.me/projects/vpr

Verilog-to-Routing (VTR) is a CAD flow mapping Verilog to FPGAs. Its runtime performance was bottlenecked by the routing phase for large circuits.

- ◆ Developed route tree pruning algorithm to allow incremental reroutes, speeding up routing by up to 3x on difficult benchmarks
- Designed targeted rerouting algorithm for critical yet suboptimal connections, producing up to 30% faster resulting circuits (maximum frequency)
- ♦ Benchmarked over realistic circuits, with speedups scaling with circuit size

2016-05 то 2017-09

2015-05 то 2015-09

## FUNDING AWARDED

2015-05

Undergraduate Student Research Awards (USRA) grant from Natural Sciences and Engineering Research Council of Canada (NSERC) (\$6000)

## **ACADEMIC HONOURS**

2013-09 то 2018-05

2013-09

Shaw Admission Scholarship (\$20000)

Walter Scott Guest Memorial Scholarship (\$5000)

#### **AWARDS**

2016-03

**1st** in Ontario Engineering Competition Programming category (\$2000) - johnsonzhong.me/projects/snowfun

2015-10

2015-01 2014-10

2014-09

2013-10

1st in Canada in IEEEXtreme 9.0 (28/6800 globally) - johnsonzhong.me/res/ieee9.pdf Context.io API prize in PennApps Winter 2015 (\$500) - devpost.com/software/snowball 8th in Canada in IEEEXtreme 8.0 (52/6500 globally) - johnsonzhong.me/res/ieee8.pdf

Google Cloud Platform prize in Hack the North 2015 (\$1000) -

devpost.com/software/forenships

6th in Canada in IEEEXtreme 7.0 (43/7500 globally) - johnsonzhong.me/res/ieee.jpg

#### **PUBLICATIONS**

2018-01

Kevin Murray, Oleg Petelin, Jason Luu, Sheng Zhong, Jia Min Wang, Eugene Sha, Ken Kent, Vaughn Betz. "VTR 8.0: Highly Customizable FPGA Architecture Evaluation and CAD." To be submitted to ACM Transactions on Reconfigurable Technology and Systems.

#### **PROJECTS**

2015-09 то 2015-11

### **Autonomous Cooperating Robots**

AER201 Design Project in a team of 3 - johnsonzhong.me/projects/robot/

The task was to design and build a mobile robot to play connect-4 on a semirandomized game board. We decided to pursue a two robots approach, one for retrieving the ball and one for playing the ball.

◆ Targeted randomly placed high-reward ball dispensers to obtain **fastest ball** retrieval time (3 ball/min vs average 0.5 ball/min)

#### 2014-11 то 2015-09

## Simple Algorithms and Data Structures Library

Open source personal project - johnsonzhong.me/sal/

Header only C++ template library with an interactive tester focused on implementation readability.

◆ Implemented sets and maps with treaps to get 4x insertion and 2x read time improvements over standard library

## LANGUAGES

	Experience [> lines of code]
C++	50k
Javascript	10k
Python	5k
С	5k
Java	2k