JOHNSON ZHONG

ROBOTICS ENGINEERING STUDENT

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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

WORK EXPERIENCE

2016-05 то 2017-09

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. I designed and implemented a robust parameters system.

- ♦ Works on PC and microcontroller hardware platforms with no code duplication
- ◆ Real time performance
- ◆ Parameters values smartly retained after adding/removing other parameters
- ◆ PC software can modify parameters on all hardware platforms and versions without recompilation
- ◆ Simplified usage so much that a coworker wrote: "Tears of joy come to my eyes seeing how much simpler the code becomes"

AWARDS	
2018-01	

2016-03

A VA / A D D C

2015-01 2014-10

2015-10

2014-09

2013-10

3rd in Ontario Engineering Competition 2018 Programming category (\$500) 1st in Ontario Engineering 2016 Competition Programming category (\$2000) -

johnsonzhong.me/projects/snowfun

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

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

LANGUAGES

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

Build tools

CMake, Makefile

Version control

Git, SVN

Environments

Windows, Linux, Arduino

Libraries

Boost, QT

Code review

Gerrit

Integration

Buildbot, Jenkins

Heavy focus

Control theory, Machine learning, Modelling

Medium focus

Dynamics, Kinematics, Probability, Algorithms

Light focus Economics, Marketing

SOFTWARE SKILLS

Courses