

JOHNSON ZHONG

ROBOTICS ENGINEERING STUDENT

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EDUCATION

2013-09 to 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 to 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.

- ◆ Real time performance
- ◆ Parameter 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"

RESEARCH EXPERIENCE

2016-05 to 2017-09

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

16 months Professional Experience Year, Zurich - veritystudios.com

- ◆ Modelled novel indoors localization system using physics first principles
- ◆ Enabled optimization of flight performance
- ◆ Achieved **correlation of 0.86** (95% confidence >0.80) against experimental performance

2015-05 to 2015-09

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

AWARDS

2018-01	3rd in Ontario Engineering Competition 2018 Programming category (\$500)
2016-03	1st in Ontario Engineering 2016 Competition Programming category (\$2000) - johnsonzhong.me/projects/snowfun
2015-10	1st in Canada in IEEEExtreme 9.0 (28/6800 globally) - johnsonzhong.me/res/ieee9.pdf
2015-01	Context.io API prize in PennApps Winter 2015 (\$500) - devpost.com/software/snowball
2014-10	8th in Canada in IEEEExtreme 8.0 (52/6500 globally) - johnsonzhong.me/res/ieee8.pdf
2014-09	Google Cloud Platform prize in Hack the North 2015 (\$1000) - devpost.com/software/forenships
2013-10	6th in Canada in IEEEExtreme 7.0 (43/7500 globally) - johnsonzhong.me/res/ieee.jpg

LANGUAGES

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

PROJECTS

2015-09 to 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 semi-randomized game board. We decided to pursue a two robots approach, one for retrieving the ball and one for playing the ball. <ul style="list-style-type: none">♦ Targeted randomly placed high-reward ball dispensers to obtain fastest ball retrieval time (3 ball/min vs average 0.5 ball/min)
2014-11 to 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. <ul style="list-style-type: none">♦ Implemented sets and maps with treaps to get 4x insertion and 2x read time improvements over standard library

SOFTWARE SKILLS

Build tools	CMake, Makefile
Version control	Git, SVN
Environments	Windows, Linux, Arduino
Libraries	Boost, QT
Code review	Gerrit
Integration	Buildbot, Jenkins

COURSES

Heavy focus	Control theory, Machine learning, Modelling
Medium focus	Dynamics, Kinematics, Probability, Algorithms
Light focus	Economics, Marketing