# **Nathan Boyd**

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#### **Technical Skills Summary:**

- Software & Simulation: Linux, C++, C, C#, Python, Java, MATLAB, Simulink, Docker, ROS, Drake, Unreal Engine, Unity, PX4, Crocoddyl, OCS2, Pinocchio, VISP, CppAD, CasADi
- Sensor & Vision: State Estimation, LIDAR processing, SLAM, Visual SLAM, Visual Depth Estimation, Object Detection
- Control Systems: Classical Control, Process Control, Optimal Control, Motion Control and Planning, Reinforcement Learning
- Embedded Systems: Digital & Analog Circuitry, Signal Processing, ARM Microcontrollers, Arduino, Raspberry Pi, Nvidia Jetson, Pixhawk, Ardupilot, CAN, SPI, I2C, UART
- Design: GD&T, FEA Analysis, Solidworks, Ansys, AutoCAD, Fusion360, 3D Printing, Molding/Casting, Topology Optimization, Motion Control Design, System Validation (NPI, EVT, DVT, PVT)

#### Education

Georgia Institute of Technology: M.S. Mechanical Engineering GPA 3.75 California State University Northridge (CSUN): B.S., Mechanical Engineering GPA 3.64

# **Work Experience**

## **Apptronik**

Senior Software & Control Engineer | Humanoid Mobile Manipulation | Autonomy Team Lead

June 2022 - Present

- Led the Manipulation and Navigation Autonomy efforts for end-to-end palletizing and depalletization
- Led the efforts for creating a Behavior Library consisting of dozens of actions and transitions with execution management tools
- Created hierarchical and whole-body kinodynamic locomotion and manipulation MPC's
- Collaborated with the hardware and systems team for the design of the QDH, Apollo Alpha, and Apollo Beta robots
- Collaborated with industry research partners to prototype learning-based manipulation and locomotion policies
- Developed 3D motion planning & perception algorithms for humanoid navigation in unstructured environments
- Developed online manipulation algorithms based on affordance and learning-based grasp planners for precise visual servoing
- Built a VR integrated optimization and learning based whole-body teleoperation control stack for training and tracking learned policies Implemented a real-time safe distributed Autonomy and Motion Control architecture for robots to leverage multiple onboard computers
- Oversaw the integration of robot safety standards ISO 15066, ISO 10218, IEC 61598, ISO 13849, ANSI 12100, and ANSI R15.08

## Georgia Tech Research Institute

Research Engineer | Robot Manipulation

December 2020 - June 2022

- Led a robotics team to design a framework for automating space habitat electromechanical maintenance and repair tasks
- Created an affordance based keypoint perception-manipulation framework for classifying, grasping, and inserting electrical connectors
- Developed adaptive grasping algorithms for electrical cable sliding manipulation and a constrained multi-point A\* for route planning.

# Laboratory for Intelligent Decision and Autonomous Robots (LIDAR)

Research Engineer | Design and Control of Legged Robots

May 2020 - June 2022

- Developed optimal motion planning and control algorithms for the Cassie Biped, Digit Humanoid, MIT Mini Cheetah, and A1 Quadruped.
- Trajectory optimization for dynamic locomotion with Whole-Body Model Predictive Control under a navigation framework
- Implemented an Extended Kalman Filter for dynamic legged locomotion using proprioceptive sensor feedback
- Designed a low weight and affordable dual arm upper body for locomotion and manipulation tasks

# HRL Labs

Robotics Research Engineer/Scientist | Level 4 Autonomous Car, DARPA Off Road Autonomous Vehicle

*May 2019 – July 2020* 

- Built a software architecture that encompassed numerous vehicles, simulation environments, and test platforms.
- Designed a custom sensor carriage with multiple cameras, radars, and LIDAR's to optimize vehicle perception for road scenarios.
- Implemented optimal trajectory planning, Extended Kalman Filter state estimation, and PID controllers for autonomous driving in unstructured city environments.
- Implemented a multi-layered SLAM algorithm for real time outdoor terrain traversability, roughness, and force/slip analysis.
- Created an optimal off-road trajectory planner for a (10 ton) armored vehicle based on vehicle and terrain dynamics.

#### AeroVironment

Embedded Systems Engineer | VTOL and Quadrotors

October 2018 - May 2019

- Developed hardware, DO-178C flight software, and firmware for Mars Helicopter, VTOL, and Quadrotor platforms with gimbal tracking
- Created safety critical redundant CAN-bus, UART, and I2C communication for system bootup and message transfer between subsystems.

#### Robotics and Biomedical Engineering Research Laboratory

Research Assistant | Multi-Legged Robot

January 2017 – October 2019

- Designed compact, lightweight, and high torque back drivable gear transmission systems for dynamic motion.
- Developed optimal, PID, and impedance controllers for an 18 Degree of Freedom legged robotic system
- Used Kalman Filters to reduce effects of sensor uncertainty and increase predictability of system measurements.

# Systems Engineering and Research Laboratory (SERL)

Research Engineer | Software Manager | Multi-Drone Human Machine Teaming

October 2016 - May 2018

- Designed low-cost Quadrotor UAV's capable of flying for thirty minutes to navigate and survey building windows.
- VTOL, Octorotor, Quadrotor, and wheeled autonomous navigation and control in a scaled search and rescue environment.
- Tuned PID Flight parameters using MATLAB, analyzed error response, and localization error accumulation.
- Collaborated with C.E.M.P Search & Rescue and US Air Force to design and conduct experiments that examined human-robot teamwork.

#### **Human Automation and Teaming Solutions (HATS)**

Mechatronics Engineer | VTOL, Tricopters, and Quadrotors

February - October 2016

- Tuned PID Flight Parameters based on empirical performance for safe and stable flight in different weather conditions.
- Developed autonomous Unmanned Aerial Vehicles (UAV) waypoint navigation methods with the Pixhawk PX4 Flight Stack.

### **Publications**

- Nathan B., Christopher L., William F., Benjamin B., Stephen B., "A Unified Robot Framework for Task Planning with Category based Symbol Grounding." *IEEE Robotics and Automation Letters*, 2022
- Yunhai H., **Nathan B.**, Rahul B., Tuo Z., Yu S., Seth H., Ye Z. "Learning Generalizable Vision-Tactile Robotic Grasping Strategy for Deformable Objects via Transformer." *IEEE Robotics and Automation Letters*, 2022
- Ziyi Z.\*, Bruce W.\*, Nathan B., Seth H., Ye Z. "Momentum-Aware Trajectory Optimization and Control for Agile Quadrupedal Locomotion." IEEE Robotics and Automation Letters, 2022
- Zhaoyuan G.\*, Nathan B.\*, "Reactive Locomotion Decision-Making and Robust Motion Planning for Real-Time Perturbation Recovery,"
  *International Conference of Robotics and Automation (ICRA)*, 2022; Philadelphia, US
- Ziyi Z., Nathan B., Vishwa R., Max A., Ye Z., "Agile Locomotion and Backflip Demonstrations on Mini Cheetah." American Control Conference (ACC), 2022
- Yunhai H., **Nathan B.**, Xinpei N., Ye Z., "Multi-Robot Collaboration with Heterogeneous Capabilities." *American Control Conference* (ACC), 2022
- Hongwu Z., Dong W., **Nathan B.**, et al. "Terrain-Perception-Free Quadrupedal Spinning Locomotion on Versatile Terrains: Modeling, Analysis, and Experimental Validation." *Frontiers in Robotics and AI*, vol. 8, 2021
- Gabrael L., Nathan B., "Blackbird: Design and Control of a Low-Cost Compliant Bipedal Robot," International Conference of Robotics and Automation (ICRA), 2020 May; Paris, FR
- Nathan B., Holland M., Amiel H., "Development of a Multi-Legged Walking Robot for Unstructured Terrain," *International Mechanical Engineering Congress & Exposition (IMECE)*; 2019, Salt Lake City, UT.
- Michael C., **Nathan B.**, Gilbert R., "Design of a Deformable Smart Tire using Soft Actuators," *International Mechanical Engineering Congress & Exposition (IMECE)*; 2019, Salt Lake City, UT.
- **Nathan B.**, Sergio A., Michael C., Vidya N. "Vector Field Histogram Obstacle Avoidance in Autonomous Vehicles with Front Wheel Steering," *29th Annual HENAAC Conference*; 2017; Pasadena, CA.