# Robert Buxton Project lead

Team members

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Robbie is extremely dedicated to the team, often staying late to make sure everything is going to plan. He is a good leader, who can happily listen to ideas, but is also decisive in important matters to ensure a good compromise is reached.

Robbie has experience across all fields so makes an ideal leader; he has an understanding of everything that goes on to do with the Robot.

# Samuel Poirier Engineering lead

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Sam has experience with robotics outside of Vex – using Raspberry Pis and soldering his own wiring to make simple robots, which helps not only with overall design and construction of the robot, but for repairing mechanisms after inevitable damage!

Sam is the go to person if you need help with something, software or hardware.

# Felix Black Engineer

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With nearly 700 hours in Factorio, Felix is considered a master at optimising machinery. He has the dedication to fine-tune the robot, and can quickly make additions and changes.

Felix specialises in prototyping new mechanisms for the robot, enabling concepts to be tested before they are implemented, ensuring everything is at optimum performance before it is added to the main body.

# Joshua Hudson Software Engineer

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Josh has thousands of hours working in programming languages varying from C++ to JavaScript. He brings his experience to the Vex team allowing us to utilize complex systems like PID control and differential steering, dramatically raising the performance and efficiency of our robot. He is also adept at implementing sensors within the program, ensuring that the robot performs its actions precisely.

# James Tomlin Manager

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Although not the most glamorous of jobs, Jim ensures that all the parts that the engineers require have been purchased, as well as keeping an overall tally of the resources. This is vital as it makes sure that money is not wasted on duplicate parts, and unnecessary delays are avoided.

Jim also acts as an organiser for competitions so that no matches are missed and alliances are discussed before the final picking of teams.