# Robert Buxton Project lead

Team members

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# 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!

He also has experience with programming for emergencies when Josh is not around.

# 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.

# Joshua Hudson Software Engineer

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Josh has thousands of hours of programming experience in languages varying from C++ to JavaScript. He brings his experience to the Vex team allowing us to utilize complex systems on like PID control and (Put something impressive here) allowing us dramatically the raise the performance and efficiency of our robot.

# James Tomlin Inventory Manager

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He sorts stuff