Mark Dyehouse

Roboticist/Software Eng.

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🌐 https://thepenultimatum.github.io/

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About me

Alice is a sensible prepubescent girl from a wealthy English family who finds herself in a strange world ruled by imagination and fantasy. Alice feels comfortable with her identity and has a strong sense that her environment is comprised of clear, logical, and consistent rules and features. Alice's familiarity with the world has led one critic to describe her as a "disembodied intellect". Alice displays great curiosity and attempts to fit her diverse experiences into a clear understanding of the world.

Interests

Swarm robotics, embedded systems, soft robotics, localization, artificial intelligence (including machine learning)

On the Side

Palantir Puzzle Hunt at CMU (2013-15); Extra for Netflix show: Mindhunter; CMU Ski Team 2014-16; International Justice Mission Co-President CMU chapter; Dossier Art Magazine Editor

Education

Ongoing	Masters of Science in Robotics Northwestern University	Evanston, IL, USA
2011-2016	Bachelors of Science in Physics, Minor in Chinese Studies Carnegie Mellon University	Pittsburgh, PA, USA
1861-1863	Study Abroad Shanghai International Studies University	Shanghai, China

Awards

2018	1st Place: robotics competition, Northwestern: Drawing With Sawyer (`https://www.youtube.com/watch?v=AccB97JPMUE`)
2018	Omnicell company hackathon Most Cross-Functional Product award
2016 Spring	Deans List with High Honors
2013	Pickering Scholarship for study abroad in Shanghai, China

Projects

2019	Sensor network from scratch, localize of mobile robot
2019	Multi-language conversational chatbot using Transformer model
2018	Drawing with Sawyer: Path-planning and image-processing
2018	Sorting of Kilobot Robots by Size using Brazil Nut Effect
2018	Local coordinate system creation and use in Kilobot robot swarm
2018	Built from scratch: Optimized binary decision trees, multinomial logistic regression: speech predictions; neural net with customizable hidden layers and units: optical character recognition
2017	Built Scala Trie for Spark GraphX, Spark ML
2016	Language classification (multiple languages), transcription (English) using only visual data
2014	Build18 Competition: knock triangulation, piezo element sensors
2015	Pololu 3pi robot programming for line following with onboard sensors, use servo motors to draw lines with a pen
2015	MHacks V project: Memory Museum using Unreal game engine for Oculus Rift
2014	Chess with 3-D graphics using Python and VPython

Work Experience

2018	Software Engineer Backend engineering with Scala and Spark for streaming ETL of telemetry data processing pipeline; design, development, and testing; team won regional company hackathon's "Most Cross-Functional Product" award	Omnicell
2017-18	Software Developer Backend software development for data ingestion (ETL) pipeline	Management Science Associates, inc.
2016	Research Assistant Designed, built prototype of closed-loop inflatable aeroponic plant habitat for Mars (small team); Presented poster at American Society of Gravitational and Space Research 2016 Conference	Carnegie Mellon University School of Architecture
2016	Research Assistant Perception pipeline, region of interest specifier for classifier, gui for data labeling	Carnegie Mellon University School of Computer Science
2015	College Student Technical Specialist Dev-ops and network engineering	Lockheed Martin
2014	Research Assistant Characterized liquid-liquid interfacial isotherm, analyzed microscope image data; Pennsylvania Space Grant (NASA) funded	Carnegie Mellon University Physics Department