

Aaron Low Weng Soon

E-mail: aaronlws95@gmail.com • Website: aaronlws95.github.io

Education

Imperial College London <i>PhD in Machine Learning and Computer Vision</i> Supervisors: Kim Tae-Kyun and Loy Chen Change Research topic: 3D Hand Pose Estimation.	2019 - Present
Imperial College London <i>Electrical and Electronic Engineering MEng</i> First Class Honours Dean's List (top 10% of class) Year 2 Selected modules: Linear Algebra • Probability and Stochastic Processes • Machine Learning • Computer Vision • Algorithms and Complexity • Parallel Computing • Optimisation Thesis: DEPTH TO COLOUR TRANSLATION FOR 3D HAND POSE ESTIMATION FROM MONOCULAR RGB WITH GENERATIVE ADVERSARIAL NETWORKS	2014 - 2018
HELP Academy <i>Edexcel A-Levels</i> 4 A* Chemistry • Physics • Mathematics • Further Mathematics	2013 - 2014

Work Experience

Motional (previously NuTonomy) <i>Autonomous Vehicle Intern (Calibration)</i> Deep Learning and Sensor Calibration	2020
HELP University <i>Lecturer, Faculty of Computing and Digital Technology</i> Programming and machine learning lecturer. Designed the syllabus for an artificial intelligence course.	2020 - Present
Imperial College London <i>Undergraduate Teaching Assistant, Introduction to Computer Architecture</i> Provided teaching in ARM assembly programming tutorials.	2016
Materialise Malaysia <i>Software Engineer Intern</i> Large scale C++, C# development. Designed and developed a Microsoft Paint inspired application from scratch in C++.	2016
Accenture Malaysia <i>Solution Architect Intern</i> Development of front end retail system dealing mainly with system analysis and testing.	2015

Projects

Autonomous Snack Delivery Android (ASDA) <i>Development of Robot Navigation</i> Autonomous robot that is capable of manoeuvring a building and taking an elevator to obtain and deliver snacks.	2017
ARMadillo	2017

Development of Instruction Set and Emulator.

ARM7TDMI assembler and simulator in F#, cross-compiled using FABLE into a JavaScript Electron app.

Emocoaster

2017

Lead C# Developer

Runner-Up ("Best Game"). Emotion matching game built using Microsoft Cognitive Services.

NeuroSpell

2016

Python Developer

Low-cost brain computing interface that allows motor impaired people to type by looking at an on-screen keyboard.

ParkWare

2016

Web Developer

Prize Winner ("Best use of Amazon Web Services"). Parking space detection web service using machine learning to detect cars in parking lots.

EEBug

2015

Project Manager and C programmer

Line following robot that uses IR LEDs and detectors to follow a line programmed on an Atmel Attiny 85.

Technologies

Programming: Python • C++ • C#

Web Development: HTML • CSS • JavaScript

Frameworks: PyTorch • TensorFlow • Keras • Git • Unity • ROS

Operating Systems: Windows • Linux

Responsibilities

Imperial College London Game Development Society

2015 - 2018

Co-founder and Secretary

Provided free tutorials on game development using C# and Unity.

HELP University Tabletop Society

2013

Co-founder and Vice President

Acquired sponsors to provide free boardgames for students to play.

Massively Open Online Courses (MOOCs)

Deep Learning Specialization by Andrew Ng (Coursera)

2018

Awards

School Achiever Scholarship Award (SASA)

2013

Full scholarship for A-levels at HELP Academy.

Skills

Languages: English • Malay

Hobbies: Juggling • Breakdancing • Movies • Reading • Yoga
