

# Aaron Low Weng Soon

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## Education

<b>Imperial College London</b> <i>PhD in Machine Learning and Computer Vision</i> Supervised by Loy Chen Change and Kim Tae-Kyun	<b>2019-Present</b>
<b>Imperial College London</b> <i>Electrical and Electronic Engineering MEng</i> First Class Honours Thesis: DEPTH TO COLOUR TRANSLATION FOR 3D HAND POSE ESTIMATION FROM MONOCULAR RGB WITH GENERATED ADVERSARIAL NETWORKS	<b>2014-2018</b>

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## Work

<b>Materialise Malaysia</b> <i>Software Engineer Intern</i> Large scale C++, C# development. Designed and developed a Microsoft Paint inspired application from scratch in C++.	<b>2016</b>
<b>Accenture Malaysia</b> <i>Solution Architect Intern</i> Development of front end retail system dealing mainly with system analysis and testing.	<b>2015</b>

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## Projects

<b>Autonomous Snack Delivery Android (ASDA)</b> <i>Robot navigation</i> Autonomous robot that is capable of maneuvering a building and taking an elevator to obtain and deliver snacks.	<b>2017</b>
<b>ARMadillo</b> <i>Instruction set and emulator.</i> ARM7TDMI assembler and simulator in F#.	<b>2017</b>
<b>Emocoaster</b> <i>Lead C# developer</i> Emotion matching game built using Microsoft Cognitive Services.	<b>2017</b>
<b>NeuroSpell</b> <i>Python developer</i> Low-cost brain computing interface that allows motor impaired people to type by looking at an on-screen keyboard.	<b>2016</b>
<b>ParkWare</b> <i>Web developer</i> Parking space detection web service using machine learning to detect cars in parking lots.	<b>2016</b>

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## Languages

**Human:** English, Malay

**Computer:** Python, C++, C#, HTML, CSS

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