Aaron Low Weng Soon

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Education

Imperial College London **2018 - 2019**
PhD in Machine Learning and Computer Vision (discontinued)

Supervisors: Kim Tae-Kyun and Loy Chen Change

Research area: 3D Pose Estimation

Imperial College London **2014 - 2018**
Electrical and Electronic Engineering MEng

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

HELP Academy **2013 - 2014**
Edexcel A-Levels

4 A* Chemistry • Physics • Mathematics • Further Mathematics

Work Experience

Motional **2020 - Present**
Research Engineer (Sensor Calibration)

• Research and development of solutions for sensor (cameras, LIDARs, radars) calibration and validation for autonomous vehicles

• Development and maintenance of production ready automated sensor calibration tools

• Developed data extraction and processing pipelines for calibration metrics and designed dashboards to display results to users

Aptiv **2020**
Autonomous Vehicle Intern (Sensor Calibration)

• Implemented deep learning based methods for sensor (cameras, LIDARs) calibration for autonomous vehicles based on RegNet

• Processed and curated datasets to train and evaluate deep learning models

• Deployed models into production with TensorRT

Materialise **2016**
Software Engineer Intern

• Designed and developed a Microsoft Paint inspired application

• Contributed to the development of 3D modelling software

Accenture **2015**
Solution Architect Intern

Development of front end retail system dealing mainly with system analysis and testing

Projects

Without Abandonware **2021**

Game Developer

Entry to the Game Off 2021 game jam A 2D platformer written in Unity with C#

Autonomous Snack Delivery Android (ASDA) **2017**

Development of Robot Navigation

Autonomous robot that is capable of manoeuvring a building and taking an elevator to obtain and deliver snacks

Emocoaster **2017**

Game 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

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Technologies

Programming: Python • C++ • C# • SQL

Web Development: HTML • CSS • JavaScript

Deep Learning: PyTorch • TensorFlow • Keras • Pandas

Other tools/frameworks: Jenkins • lxc • ROS • docker • Bash • git • Unity

Operating Systems: Windows • Linux

Teaching

HELP University **2019 - 2020**

Lecturer, Faculty of Computing and Digital Technology

- Lectured introductory programming
- Presented deep learning tutorials to both staff and students

Imperial College London **2016**

Undergraduate Teaching Assistant, Introduction to Computer Architecture

Taught ARM assembly during programming tutorials

Imperial College London Game Development Society **2015 - 2018**

Co-founder and Secretary

Provided free tutorials on game development using C# and Unity

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Learning

Data Science Nanodegree (Udacity) **2021**

Dog Breed Classifier Project Article

Deep Learning Specialization by Andrew Ng (Coursera) **2018**

Additional

Languages: English (Native) • Malay (limited working)

Interests: Bouldering • Yoga • Movies
