Kelvin Le

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Summary

Kelvin is an **undergraduate Mechatronics Engineer**, pursuing the bachelor degree at **Queensland University of Technology**.

The boilerplate content was inspired by Gayle McDowell.

Technical Skills

- Robotics & Control System: ROS2 (Docker, ros2_control framework, ...), MATLAB (Control Simulation).
- Embedded Systems: STM32, ESP32, IOT systems, AVR Series, Raspberry Pi, Linux-based Embedded System.
- Hardware Design: CAD Design (SolidWorks, Inventor), Circuit & PCB Design (Altium Designer, LTSpice)
- Machine Learning & Computer Vision: Computer Vision with OpenCV, LLM and Machine Learning on AWS & Google Colab.
- **Programming Languages: Python** (for ROS2, Machine Learning, Embedded), **C/C++** (Embedded systems and ROS2 integration), **C/C++** (Objective Oriented Programming), **HTML/CSS/JavaScript** (Web Development).

Education

Queensland University of Technology, BS in Mechatronics/Aerospace

Jan 2023 - Dec 2026

- GPA: 6.8/7.0 (Academic Transcipt)
- Coursework: Computer Architecture, Comparison of Learning Algorithms, Computational Theory
- Achivements & Certifications: QUT Dean's Scholar, Executive Deans' Commendation for Academic Excellence (2023-Now), Virtual Peer Learning Leader (2023-Now)

Qualifications & Certifications

Generative AI with Large Language Models

issued by DeepLearning.AI

• Coursework & Skills: Computer Architecture, Comparison of Learning Algorithms, Computational Theory

Introduction to Machine Learning on AWS

issued by AWS

• Coursework & Skills: Artificial Intelligence, Machine Learning, AWS SageMaker, Large Language Models

Experience

Robotics Engineer Intern, QUT Motorsport Design Intership – Brisbane, QLD

Nov 2024 - Feb 2025

- Improved vehicle performance by 20% by replacing the custom ROS2 controller component with built-in controllers from the ros2_control framework.
- Migrated and optimized the existing ROS2 Humble base to the lattest base.
- Ensured 70% effective of LiDAR point clode by tuning the ground segmenter & refined LiDAR cone detection.
- Implemented

Software Engineer Intern, Microsoft - Redmond, WA

June 2003 – Aug 2003

- Designed a UI for the VS open file switcher (Ctrl-Tab) and extended it to tool windows.
- Created a service to provide gradient across VS and VS add-ins, optimizing its performance via caching.
- Built an app to compute the similarity of all methods in a codebase, reducing the time from $\mathcal{O}(n^2)$ to $\mathcal{O}(n \log n)$
- Created a test case generation tool that creates random XML docs from XML Schema.
- Automated the extraction and processing of large datasets from legacy systems using SOL and Perl scripts.

Projects

Multi-User Drawing Tool

github.com/name/repo

- Developed an electronic classroom where multiple users can simultaneously view and draw on a "chalkboard" with each person's edits synchronized
- Tools Used: C++, MFC

Synchronized Desktop Calendar

github.com/name/repo

- Developed a desktop calendar with globally shared and synchronized calendars, allowing users to schedule meetings with other users
- Tools Used: C#, .NET, SQL, XML

Custom Operating System

2002

- Built a UNIX-style OS with a scheduler, file system, text editor, and calculator
- Tools Used: C

Technologies

Languages: C++, C, Java, Objective-C, C#, SQL, JavaScript

Technologies: .NET, Microsoft SQL Server, XCode, Interface Builder