

HO JIE RUI CANNETH

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Visit My Website!
canneth.github.io

Languages

Python
HTML
CSS
JavaScript (ES6)
C++ (Arduino)

Design

Figma
Solidworks

Interests

Skateboarding
Parkour
History
Reading
Video Games

Work Experience

Automation Engineer @ Pocket Technology

Aug 20 - Aug 21

Technical Lead, Solution Architect

Automated Concrete Testing Facility

- Created and presented the proposal concept for the \$650,000 project
- Developed a policy-based logic architecture for the system comprising 4 6-DOF robot arms and 8 independent material transport monorail shuttles
- Took the initiative to source and learn a parametric simulation software suite to explore and verify complex solution concepts, attaining proficiency within 1 week enough for professional work
- Prepared and presented project updates to the customer on a bi-weekly basis as the main point of contact between the team and the customer

Project Lead, Solution Architect

Automated Steel Drum Lid Handling System

- Created and presented the proposal concept that secured the \$250,000 project
- Learned to write, developed and deployed production-ready code in an unfamiliar robotic programming environment within 3 weeks
- Communicated fluently with persons of various technical levels while ensuring a common understanding of the project requirements by all
- Innovated management processes and marshalled scarce resources within a tight schedule to meet project objectives while managing customer expectations

Education

Singapore University of Technology and Design

May 15 - Sep 19

- Bachelor of Engineering (Engineering Product Development), Honours
- Focus Track: Robotics
- CGPA: 4.07/5.00 (Magna Cum Laude)

Stanford University

Jun 16 - Aug 16

- Stanford Summer International Honours Programme (SSIHP)
- Certificate of completion of the Summer Intensive in Computer Science
- CGPA: 3.35/4.00

Academic Projects

Capstone Project

May 19 - Aug 19

- Worked in a team of 7 to develop and successfully demonstrate a novel vision algorithm for the 6-DOF robotic suction-picking of untaught objects of any shape