

CHRIS PRASANNA

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📍 Seattle, WA



👤 SUMMARY

Detail-oriented mechatronics engineer passionate about advancing control applications through high-quality research and creative problem solving. Hands-on experience developing real-time robotic control systems and highly proficient in rapid prototyping, embedded systems, programming, and data science.

🛠 SKILLS

• Controls, Mechatronics, & Robotics

RT Adaptive Control Modern Control
Emb. Computing BLDC Mtr. Control
ElectroMech. System Modeling DSP
Feedforward Control Serial Interfaces

• Hardware & Product Development

Microcontrollers 3D Printing DFMA
DFMEA Machining (CNC, Mill, Lathe)
PID Servo DAQ Sensors Soldering
DIG/ANLG Circuits Shielding GD&T

• Programming & Software Tools

Python LabVIEW C/C++ MATLAB
Pytorch Arduino LaTeX Optuna
SOLIDWORKS HMI/GUI Dev. Git

• Data Science

Deep Learning Machine Learning
Reinforcement Learning Vision
Optimization System ID PCA
Time Series Analysis & Forecasting

🎓 EDUCATION

M.Sc. in Mechanical Engineering –
Mechatronics, Controls, & Robotics
University of Washington – GPA: 3.9/4.0
📅 Expected December 2021

B.Sc. in Mechanical Engineering
Cal Poly, San Luis Obispo – GPA: 3.5/4.0
📅 Sep 2013 – Dec 2017

👜 EXPERIENCE

Graduate Research Assistant

Center for Limb Loss & Mobility

📅 Jul 2019 – Present

- Invented an adaptive control strategy for a robotic ankle prosthesis which significantly improved amputee walking symmetry 📈
- Designed a real-time LabVIEW program which reliably executed deterministic tasks related to control, DSP, & HMI commands 📈
- Built a 3D-printed embedded system which included sensor interfaces, DAQ, custom circuits, shielding, & BLDC servo control
- Developed deep neural networks to accurately predict human-robot system dynamics for future prosthesis control methods 📈
- Executed bench tests, conducted experiments, and implemented a data-driven learning pipeline to analyze & evaluate the device 📈

Research & Test Engineer

Center for Limb Loss & Mobility

📅 Feb 2018 – Jul 2019

- Implemented computer vision techniques & digital signal processing pipelines to X-ray video data in order to track 3D bone motion 📈
- Created a temperature feedback controller using an Arduino & LabVIEW which reduced steady state percent error to 3.5% 📈
- Mentored 4 teammates through their mechanical design projects

R&D Engineering Co-Op Intern

Brooks

📅 Jun 2016 – Jan 2017

- Developed MATLAB programs that reduced the time needed to complete the product testing & analysis pipeline by 66% 📈
- Presented cross-functional reports for future development strategies

Project Engineering Intern

City of Lynnwood

📅 Jun 2017 – Sep 2017

- Formulated & executed a city project 2 months ahead of schedule

🔧 PROJECTS

Tetris-Playing AI Agent

University of Washington

📅 Sep 2020 – Dec 2020

Applied RL techniques in Python to create a Tetris-playing AI agent that cleared over 88,000 lines, beating the Guinness Record of 4,988 📈

Cerebral Palsy Rehabilitation Product Design & Fabrication

United Cerebral Palsy (UCP) & Cal Poly

📅 Jan 2017 – Dec 2017

Designed, built, & tested an underwater stationary cycle for UCP clients using DFMA, DFMEA, & machining techniques (CNC, mill, drill) 📈

Special Olympics Design & Fabrication Project

Special Olympics Southern California

📅 Apr 2017 – Jun 2017

Constructed a wheelchair-accessible award stand for athletes 📈