Edward Ahn

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Passionate about intelligent robotics, systems programming, and mobile development.

Education

Carnegie Mellon University – Pittsburgh, Pennsylvania May 2018
B.S. in Electrical & Computer Engineering
Additional Major in Robotics
- Current Coursework: Introduction to Computer Systems, Signals and Systems

Singapore American School – Singapore, Singapore 2012 – 2014
- Excellence in Computer Science Award (2014)

Work Experience

Teaching Assistant, Principles of Imperative Computation 2015 – Present
- Teach imperative programming based on C
- Topics focus on data structures, algorithms and computational thinking

Research Assistant, Google Lunar XPRIZE – CMU Planetary Robotics Lab Spring 2015
- Prototyped a sun sensor that processed images from fisheye lens to calculate elevation/azimuth angles
- Angles make attitude determination for lunar rovers more accurate

Projects & Skills

FifthSense Fall 2015
- PennApps (36-hour hackathon) project (http://devpost.com/software/brailleware)
- Assistive mobile platform designed to make features of smartphones accessible to the visually impaired
- Allows people to transmit and receive braille messages through six vibrating buttons controlled by an Arduino
- Connected device to a Android personal assistant to demonstrate its potential usefulness
- Honors: PennApps Grand Prize, PennApps Best Hardware Hack, Best AlphaLab Gear Hardware Hack

Neo Summer 2015
- Personal project (github.com/edhyah/MatrixAssistant)
- Interactive mobile LED signboard that connects to an Android application via Bluetooth to receive data
- App features a QA service that takes any natural language input and displays the answer onto the signboard
- Will feature in Maker Faire Pittsburgh 2015

QBot Spring 2015
- CMU Robotics Club project (github.com/CMU-Robotics-Club/QBot-Mobot)
- 3D-printed robot that navigates under the control of an Android smartphone
- Autonomous navigation achieved after implementing a line-following algorithm in an Android application
- Honors: 2015 Carnegie Mellon Mobot Races First Place (cs.cmu.edu/mobot/index.html)

Pandamonium Fall 2014
- Fundamentals of Programming and Computer Science Term Project (github.com/edhyah/Pandamonium)
- Gravity-based arcade game fully equipped with an interactive AI opponent

Technical Skills: Java, Python, C, HTML/CSS, JavaScript, Bash, MATLAB

Extracurricular Activities

Carnegie Mellon Robotics Club 2014 – Present
Training Officer (2015 – Present)
- Organize and teach robotics tutorials focusing on Arduinos, 3D printing, laser cutting and shop training

Men's Club Volleyball 2015 – Present