

Our project is reinforcement learning in a unity environment for robot walking (genetic algorithms). We will be using a unity package with python to program it and to demo we will be using virtual reality. From an academic experience, I think this will be a good way to demonstrate what I learned from my courses in the past 5 years.

I believe specific courses I have taken throughout my 5 years here at UC will guide the development of the senior design project. The first one I think could help is CS 4071 algorithms because our project deals with algorithms. The second class I believe will help is EECE 3093 software engineering because this will relate to setting up our project as a whole including scheduling and identifying requirements.

I also believe that my co-op experience with the multiple companies I worked with will help me with the senior design project as well. I have 1 co-op where I did some UX development with Dassault Systemes so I think I can contribute in that sense. I also believe my co-op with 84.51 can help because we will be using python in this project so some experience with that will help. In terms of non-technical skills, I think time management is a big one,.

I am most excited about the environment we will be working in because it is a bit new to me. I am also excited to use what I learned to contribute to the project. My preliminary approach to designing a solution would be to first design and then test. This is what I learned from my software engineering course so I think that is a good approach to use.

I will self-evaluate my contributions through my individual contribution and work that I've done. I will know I'm done when we have a working environment for our robot. I will know if I did a good job if our project is working and we are able to demo all the necessary components of our project. Overall I think this is a good project to demonstrate what I've learned during my time at UC.