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HANK WU

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EXPERIENCE S

Autonomous Vehicle Software Engineer

Autonomous Vehicle Research and

Intelligence Lab UWaterloo Waterloo, April – August 2020

- Built a facial recognition **convolutional neural network** using **PyTorch** with fast.ai and to detect driver state and impaired driving. Generated **100,000 data points** by reimplementing both Star**GAN** and StackGAN (generative adversarial network) on **Kaggle** datasets using **GCS** (Google Cloud Services) **cloud TPUs**.
- Applying Mask R-CNN on live vehicle footage to return instance segmentation for the AV <u>Autonomoose</u>.
- Designed and built a machine learning pipeline using Azure Machine Learning, NumPy, Matplotlib, and
 OpenCV with Python and a data management and collection system using PostgreSQL, JDBC, and MATLAB for
 an automated workflow to train new autonomous driving models.

Software Developer

Cozii Proptech

Toronto, May - September 2020

- Leading development on Android app from ground up using Kotlin for Backend, Microsoft SQL for Database, and Flutter for Frontend. Refining IOS Backend using Swift for native code and Python for server—side code.
- Researching and implementing Stripe with Escrow payments, background checks with Sterling Backcheck, and both SMS and messaging app notifications with Twilio. Hosting cloud database on Amazon Web Services
- Building a machine learning recommendation model to suggest tenants, properties to rent, landlords to contact, and renovators/handymen based on user preferences and actions. Using **PyTorch** with **Spark**.

Software Engineer

Maple Precision

Kitchener, January - April 2020

- Worked on **Full Stack** development for the **Equator Web App**. Built **login system**, customer support live chat, and **user profile** and project portfolio. Improved existing features such as 3D view and **OAuth** tokens.
- Built a **layered search engine** with an implementation of **PageRank**. Migrated key **server-side map rendering** processes from the GPU to CPU, increasing CRI efficiency by **76%** and time efficiency by **53%**.
- Developed **3D** geospatial maps and models through quantized meshing of lidar point clouds, satellite imaging, and 2D maps applying custom made median cut octree algorithms on datasets.

Autonomous Control Engineer

Remora Inc.

San Diego, June – August 2019

- Built an autonomous marine drone to collect garbage from rivers, lakes, and waterways around California.
- Created a local and global **path planning algorithm**, using computer vision, GPS, ArduPilot, MAVLink Data Streams, rangefinders, and IMUS. Congregating data inputs with ROS to produce a consistent path routing.
- Trained **object tracking** TensorFlow model to plan garbage collection. Integrated **image recognition** with Received Signal Strength Input, Analog Airspeed Sensors to account for **wave model deformations**.

DESIGN TEAMS S

Autonomous Vehicle Software

UWAFT (General Motors EcoCAR 3)

September – April 2020

- Programmed autonomous sensor software using C++ in ROS (Robot Operating System) on Linux to perform sensor diagnostics and sensor fusion in order to compete in the <u>EcoCAR Competition</u>.
- Utilized **MATLAB** and **Simulink** to create vehicle response information simulations in order to test vehicle's autonomous capabilities and performance across anomaly and edge scenarios.
- Processed CAN bus (Controller Area Network) data using C++ data structures and algorithms such as PCA and
 custom A* in ROS to counteract failures within microcontrollers and vehicle system.

Linear Induction Motor Team Lead

Waterloop (SpaceX Hyperloop)

September - April 2020

- Lead a team of over 25 students prototyping, designing, and building a linear induction motor, creating a new method of transportation to compete in the SpaceX Hyperloop Competition. Integrated software and hardware subsystems to optimize wave current flow and achieved a closed loop design with state estimation.
- Built and configured embedded software systems with Magnetometer, Hall Effect sensor, Digital
 Temperature sensor, and IMU. Created computer simulations using ANSYS to apply Maxwell's equations.

University of Waterloo 2019 – Present

- B.E Mechatronics Engineering and Minor in Software Engineering with option in Al. In-major GPA: 3.86
- · Courses Completed: Data Structures; Algorithms; Databases; Functional Programming; Embedded Software

PROJECTS S

Reach – Internet Access Through SMS

Backend

- Built an automated program using Node.js that allows users to access the internet features through text
 messaging, including: Directions, Weather, News, Wikipedia Articles, Unit and Currency Conversion. Used
 Google Maps and News APIs and Fixer API for program features.
- Used Google Firebase to host my program on cloud servers to process and compute user request and Twilio
 to automatically send and receive SMS.

Train μ – Machine Learning Sports Trainer

Machine Learning

- Built, trained, and ran a machine learning model to analyze sports footage and help users improve athletic form, achieving top 3 out of over 100 teams at <u>Hack the Valley 4</u>.
- Used TensorFlow and Openpos for machine learning and dataset. Used Python, Google Cloud Servers, and Django for backend, and JavaScript, HTML, and React for frontend.

Responsum – Educational Software

Full Stack

- Building an educational Web Application with live surveying, forums, and learning resources. Will be
 Launching on University of Waterloo Servers for use in Professor Igor Ivkovic's class of 135 students in Fall.
- Utilizing MongoDB, Node.js, and GCS for backend, database, and REST API. Using React, HTML, CSS, and JavaScript for frontend UI development. Over 13,000 lines of code, with more improvements ongoing.

Syrinx - Malignant Cyst Detector

Neural Network

 Using TensorFlow and NumPy along with published <u>medical MRI data sets</u> to build a <u>neural network</u> to differentiate between a safe benign cyst and a harmful malignant cyst and output percentage chance.

Axel - Autonomous Chess Playing Robot

Embedded Systems

- Programmed **event-driven software** for chess robot using RobotC along with mechanical movement, HMI, database of games played, and embedded software.
- Integrated <u>Stockfish</u> <u>Artificial Intelligence API</u> using C++ for a Player vs Computer Mode.

SKILLS

Machine Learning / Artificial Intelligence

TensorFlow, PyTorch, GAN, Keras, MASK R-CNN, Stockfish, Kaggle, Spark, Matlab, CUDA C, NumPy, pandas

Backend

C++, Python, Java, JavaScript, TypeScript, C, MERN Stack, Git, Firebase, PostgreSQL, MySQL, Kotlin, Linux, Bash MongoDB Atlas & Realm, GCS, AWS, REST API, Docker, ROS, Django, Redis, AJAX, Threading, Concurrency

Frontend

React, Bootstrap, HTML5, CSS, XML, Flutter, Figma, Zeplin, Sketch, WebGL, Potree, Chart.js, Entwine,

HACKATHONS/AWARDS

- Top 3/100 Teams: Hack the Valley 4 Hackathon 2020. Built Train μ and awarded prize from Facebook.
- 1st Place: Hack the North 2019 Deloitte Coding Challenge, a lightning coding challenge during the hackathon.
- Mentor: StarterHacks (two times), HobbyHacks, Hack The 6ix, TerribleHack, NWHacks, SigmaHacks 2.0
- 1st Place: Waterloo Engineering Competition (Senior Division 2019). Created an autonomous skyjack robot.
- 1st Place: Vancouver Math Olympiad 2019. Competed in a Vancouver Olympiad math competition.
- B1 DELF Certificate: Certified French Professional Working Proficiency by France's Ministry of Education.

NOTE &

All **title names** and <u>underlined words</u> are **linked** (experience, projects, and design teams) (click <u>Reach</u>) for info! Thank you very much for reading my resume! I'd love to join your team and work on great software!