# **Brian Chen**

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#### **EDUCATION**

# B.A.Sc in Engineering Science (Electrical and Computer Engineering Major)

2020 - 2024

University of Toronto

Toronto, ON

- Third year B.A.S.c in Engineering Science; Computer Engineering major, Machine Intelligence minor. Dean's list, 3.65 GPA
- Coursework: Computer Security, Operating Systems, Advanced Algorithm Design, Machine Learning, Software Engineering, Foundations of Computing, Computer organization, Control Theory, Semiconductor Devices, Signal Analysis, Electronics, Economics, Engineering & Law

#### **EXPERIENCE**

#### **Software Engineering Intern**

May 2022 - September 2022

Mountain View, CA

**Open Source Robotics Foundation** 

- Developed **60+ features and bugfixes** in collaboration with **NASA** while balancing open source community feedback for the <u>ROS2</u> and <u>Gazebo</u> packages powering the <u>VIPER lunar rover's</u> critical ground control and autonomy systems *leaving earth in 2024!*
- Co-authored <u>REP2012: Service Introspection</u> standard. Designed, built, and deployed reference implementation enabling runtime introspection and recording of ROS2 services while working in a fast-paced team setting This widely-requested feature garnered strong community support because it unblocks tens of thousands of users, enabling them to use ROS2 services in their robots
- Maintained ROS2 & Gazebo; improving the development experience for **800,000+ users** by spearheading a mypy compliance initiative, fixing race conditions in ROS2 libraries, adding an AsyncParameterClient interface, and improving test coverage

#### Software Sub-team Lead

September 2020 - June 2023

aUToronto

Toronto, ON

- Led 20+ students across trajectory motion planning, automated simulation testing, and deep learning acceleration teams to build
  an autonomous vehicle for aUToronto's entry to the AutoDrive Challenge. Our team has won 1st place for five consecutive years
- Worked to a leadership position through self-learning ROS, computer vision, systems programming, and robotic motion planning while proactively mentoring new members, iterating with my collogues, and taking on ownership of software projects
- Designed time-critical vehicle trajectory motion planning algorithms to generate kinematically feasible trajectories using hybrid A\*
- Accelerated YOLOv5 by 20x with a TensorRT ML pipeline to detect objects in real-time across 4 cameras with millisecond latency
- Reduced developer testing time by 10x by developing "aUToTest", a parallelized automated simulation integration test framework
- Built AI sensor noise modelling tool on CycleGAN to improve Sim2Real transfer, build test confidence, and deliver simulation value

#### **Fullstack Software Developer**

July 2020 - September 2021

**BC Parks Foundation** 

Vancouver, BC

- Translated stakeholder needs into functional requirements and practical tasks to build fullstack 'DiscoverParks' webapp and data collection solution. I was responsible for the internal content management interface, backend, and front-end experiences
- Applied profiling to rearchitect database to better model user data and remove cycles; improved code health and query speed

# **Teaching Assistant**

September 2021 - June 2022

Division of Engineering Science - University of Toronto

Toronto, ON

 $\bullet \ \ \, \textbf{Taught} \sim \textbf{50 undergrads} \ \text{computer science from 'Hello World' to dynamic programming and Dijkstra's algorithm (\underline{ESC180}, \underline{ESC190}) \\$ 

#### Co-Founder & Developer

April 2020 – December 2020

GrocerCheck Foundation

Vancouver, BC

- Created grocercheck.ca, a webapp that leverages big data to help 20,000+ daily users #ShopSafeStaySafe by finding the least busy
  place to shop for groceries in 15,000+ stores across North America in response to the COVID-19 pandemic
- Founded GrocerCheck Foundation, a registered non-profit to better scale project; secured support valued at \$200,000+
- Architected and deployed horizontally scalable distributed system architecture to meet unexpected growth and demand

Research Intern

Feb 2021 - September 2021

 ${\it Intelligent Sensory\ Microsystems\ Lab-University\ of\ Toronto}$ 

Toronto, ON

 Innovated novel 'thresholding' concept which improves longevity and power consumption characteristics of neuromorphic memristor crossbar machine learning accelerators during in-situ training by up to 90%. First author paper under review

### **SKILLS**

- Languages: c++, python, c, go, rust, lua, javascript, html5, css, java, bash, SQL, verilog, MATLAB/simulink, assembly
- Frameworks & Libraries: ROS, ROS2, numpy, scipy, OpenCV, Pandas, Jenkins, CI/CD, Docker, LXD, flask, Django, mobile, PyTorch, Tensorflow, Keras, TensorRT, CUDA, PostgreSQL, MySQL, MongoDB, NodeJS, VueJS, ThreeJS, FPGA, Cloud, AWS, GCP, git
- Other: Linux, UNIX, vim, debugging, object-oriented programming, embedded, systems software, infrastructure, databases, REST APIs, MapReduce, user experience, Fusion360, Googling, technical writing and communication

## PROJECTS, AWARDS, & MORE

For demos, please see chenbrian.ca/posts/projects

- "butternut": Implementing gltr on CTRL to combat Al-generated text. nwHacks bronze, KPMG Data Analysis & Salesforce Award.
- "the Humerus Bot": Directed project with UTMIST to build a NLP bot designed to win Cards Against Humanity
- Teaching: Review content I prepared for my students, including a custom Jupyter notebook with c kernel for interactive learning
- Awards: Schulich Leadership Scholarship nominee, Bert & Greta Quartermaine Badminton Scholarship Recipient, BC District Scholarship & BC Achievement Scholarship Recipient, Canada Service Corps Student Service Grant, ESROP-UofT research grant
- Badminton: ClearOne Nationals Team, 2018 Junior Nationals Finalist, Eric Hamber Provincial Team Captain, UTBC Exec
- Theatre: Wrote and directed full-length show: 'To Bleach a Pigeon'. Oversaw actors, crew, set design, and creative process