JACK DENG

4th year Engineering Physics at UBC

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Summary

I am a 4th year Engineering Physics (ENPH) student at UBC who loves learning new things and have a particular interest in exploring the various fields of computer science.

Skills

My skills mainly revolve around my experiences in ML, Robotics, Dev and working with elec and mech systems.

Python, C++, Java & Linux
ML frameworks (Keras / Pytorch)
Robotics (ROS / PlatformIO)
Dev (html / css / JS / Android studio)
CAD, 3D printing, Waterjet, MATLAB

Education

University of British Columbia

- Engineering Physics, BASc.
- Cumulative Average: 89%
- SEP 2017 to MAY 2022 (expected)

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Work Experiences

Huawei AI-IOT research Coop

May – Aug 2020

- Worked with another graduate researcher on ROS and Domain Adaptation at Huawei.
- I first worked on using ROS to create a companion robot that will follow you around and help translate signs and text. Later, my work shifted towards domain adaptation and using different methods of training with PyTorch to improve our model's accuracy under rainy and foggy situations.

Microsemi Software Verification Coop

Jan – Apr 2019

- Worked as a software verification coop within an agile development team at Microsemi.
- My duties were to maintain and construct the python testing environment for the DIGI-G5 OTN chip. Learnt the overarching principles of networking and chip firmware in order to write complete and accurate test cases.

Non-work Experiences

Hackathons

Jan 2019 onwards

- NWhacks 2019: Built a ride sharing app with Android Studio and React double front end and Node.js for the single back end. Won Telus prize for sustainable cities.
- DUBhacks 2019: Built an app for accessibility in foreign places with React/Expo using Microsoft Azure for image recognition.

YIKES, the robot

Summer 2019

- Designed a line following robot that can accurately pick up stones from posts for the ENPH summer robot competition.
- Used Onshape to design the robot. Waterjet and laser cutters were used to build most of the robot chassis, PCBs and protoboards for the circuits. VScode Platform.IO was used for the programming of our 2 STM32 micro controllers.
- Our run ended in the quarterfinals.

UBC Baja

Sep 2018 – Dec 2019

- A student design team that designs, builds and races an off road Baja vehicle.
- I was a member on the drivetrain subteam, where I focused on our CVT's cooling.
- We travelled to California during the summer of 2019 to compete in Baja SAE and finished 47th out of 100 participating schools.