



## EDUCATION

### University of California, Los Angeles (UCLA)

Bachelor of Science (B.S.), Mechanical Engineering

Los Angeles, CA

Expected Jun 2024

• Cumulative GPA: 3.9

• Statics, Materials, Kinematics, Dynamics, Control Theory, Circuits, Mechanisms, Fluid Mechanics, Thermodynamics, Heat Transfer

### Udacity: School of Autonomous Systems

Self-Driving Car Nanodegree Program

Private Online

Present

• Bayesian Inference, Kalman Filtering for Localization, C++ Performance Optimization, Data Structures and Algorithms, Trajectory Visualization in Python, Image Classification for Computer Vision, Model Training for Machine Learning

## RESEARCH

### Human-Centered Computing & Intelligent Sensing Research Laboratory (HiLab at UCLA)

Human-Computer Interaction Undergraduate Researcher | Internship

Los Angeles, CA

Jan 2022 – Present

• Published research paper as 2<sup>nd</sup> author to IMWUT with proven understanding of integrated circuit and deployment for user study  
• Designed 12 unique mechanisms to transform objects into self-powering automation by harvesting energy from daily user input

### Verifiable & Control-Theoretic Robotics Research Laboratory (VECTR at UCLA)

Autonomous Aerial and Multi-Robot Systems Undergraduate Researcher | Internship

Los Angeles, CA

Jun 2022 – Present

• Performed environment scan using LiDAR and odometry to localize and build 3D model dense point clouds of UCLA campus  
• Implemented ROS2 for multi-agent robot communication to utilize autonomous ground and air units for cave/mine exploration

## EXPERIENCE

### DevX Moonshot (Autonomous Rover)

Product Manager and Autonomy Engineering Manager | Part-time

Los Angeles, CA

Dec 2021 – Present

• Rallied 5 cross-functional teams to plan each timeline & iteration for all aspects of BruinBot: mobile app, server, rover hardware  
• Trained software team to specialize in localization, path planning, and vision algorithms in simulated configuration workspace

### The American Society of Mechanical Engineers (ASME)

Computer Vision and Robotics Software Engineer | Underwater Autonomous Vehicle Project

Los Angeles, CA

Sep 2021 – May 2022

• Established image processing and object detection using MATLAB to identify lattice points and boundaries of underwater path  
• Built robotic controls architecture and motion planning using simulations in ROS for tasks determined by RoboSub competition

Control Systems Engineer | Robotics Project

Oct 2019 – June 2020

• Proven intermediate programming skills in C++/Python and familiarity in Linux OS environment via Raspberry Pi and Arduino IDE  
• Created DIY high-power H-Bridge solution to avoid expenses in buying additional controllers for drivetrain and arm motors

### Bruin Racing (SAE Supermileage) at UCLA

Powertrain Engineer | Electrical Vehicle Project

Los Angeles, CA

Sep 2021 – Apr 2022

• Developed Hall effect encoder sensor for RPM detection and PID throttle control system on embedded system with C++

### ROBOTIS (Robot is ...)

Mechatronics Engineer | Internship

Lake Forest, CA

May 2019 – Aug 2019

• Demonstrated control in servos with microcontrollers, programming sets of movements (dancing, waving, bowing) on RoboPlus  
• Assisted beginner customers to control servos without complex code by creating compatible software (EZ-Builder) in application

Technical Skills Practitioner | Training

Jan 2019 – Apr 2019

• Created stress analysis machine for company's office under a \$300 budget, avoiding unnecessary big expenses on testing  
• Abstracted different final print outcomes based on various settings for future interns to reference to in their own 3D printing

## SKILLS

### Mechanical • Electrical • Software

• 3D Printing • SolidWorks (Certified Associate) • Mechanism • Product Design • SolidCam • CAD • Fusion 360 • Manufacturing  
• Arduino • Raspberry Pi • Circuits • Embedded Systems • Microcontrollers • Sensors • Servo • Motor Control • Soldering • Altium  
• Python • C++ • Linux • MATLAB • Computer Vision • Machine Learning • ROS/ROS2 • Perception • Motion Planning • Algorithms