JIUNN SIOW

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EDUCATION

University of California Riverside
2015-2019, Third Year, Bachelor of Science, Electrical Engineering

EMPLOYMENT

Systems Optimization and Computer Architecture Lab — Riverside
Research Assistant — Oct 2017 to Current

- Currently working under Professor Daniel Wong.
- Coding a tool to test the benchmarks of a NVIDIA Graphical Processing Unit in CUDA C.
- Also will create a cooling system for the board using CAD software.

General Atomics Aeronautical — Greater San Diego Area
Avionics Software intern — Jun 2017 to Aug 2017

- Wrote a program in C that updates the software of the main flight board of all General Atomics aircraft.
- Worked on test code that also tests all the hardware that is connected to the main flight computer of a General Atomics aircraft. Used Xilinx tools and C.
- Worked on creating CAN protocol that works between different modules on one of the small unmannned aerial aircraft.

PROJECTS

Robot See Robot Do. — Apr 2017 to Apr 2017

- Connected a humanoid robot to Microsoft's Kinect.
- Used C++ , Microsoft's Kinect API, and serial communication.

Smart Mirror — Jan 2017 to Jan 2017

- A smart mirror with security and home automation features allows you to control smart objects around your home .
- Worked on building the Hardware component of the whole project through circuit design on arduino and 3D design.
- Worked on mounting the camera and building the house component

IOT greenhouse — Jan 2017 to Jan 2017

- Created an IOT greenhouse that uses an Raspberry Pi and Arduino that has an Web UI.
- Utilized IBM's Node Red API and Nodejs to do the Backend of the project.
- Utilized HTML, CSSS , and IBM's Node Red API .
- Used 3D printing and circuit design to construct the hardware of the greenhouse.

First Person View BattleBots — Oct 2016 to Oct 2016

- Created a Virtual Reality Battle Bots by using toy monster trucks with sensors and camera .
- worked with Open WRT to get streaming on camera to the phone on google cardboard.
- used CSS and HTML to create front end of stream.
- used 3D printing and circuit design to design the Battlebots.

LED Cube — Apr 2016 to Apr 2016

- This hardware project linked IBM's IOT API with an an LED cube that would try to display things like weather and time.
- Worked with the leap motion and Arduino.
- Coded in JavaScript , Node, and C.

LED Matrix — Apr 2016 to Apr 2016

- Used a Gyroscope to project 3D movement onto an 2D LED matrix.
- Used an Arduino and C code to do this.

SKILLS

SOFTWARE: AutoCad, Autodesk Inventor, Fusion 360
PROGRAMMING: HTML, Javascript, Python, C++, CSS, C
HARDWARE: 3D Printing, Arduino, Raspberry Pi, Internet of Things
FRAMEWORKS: Johnny-Five.js, Socket-IO, NodeJS

AWARDS

LA Hacks · Top 20 — Apr 2017
SB Hacks · 4th place — Jan 2017
Hack @ UCI 2017 · Best Internet of Things Award — Jan 2017
Citrus Hacks 2016 · 2nd Place and Equipo Vision most Innovative Award — Oct 2016
SB Hacks II · IBM Watson Internet of things Award — Apr 2016
Beach Hacks 2016 · 1st Place — Apr 2016