Luisa Chiu

San Francisco, CA | (415) 819-7248 | luisachiu1@gmail.com | https://luisaschiu.github.io/

EDUCATION

California Polytechnic State University, San Luis Obispo, CA

Expected Graduation: June 2024

- Bachelor's and Master's Degree in Mechanical Engineering, Concentration in Mechatronics, 3.82 GPA
- Minor in Computer Science

PROJECTS

Master's Thesis: Dynamic Maze Puzzle Navigation using Deep Reinforcement Learning

Sep 2023 – present

- Developed a robot pose estimation algorithm using OpenCV and ArUco markers
- Conduct research on autonomous mobile robot navigation and deep reinforcement learning algorithms
- Implement Deep Q-Learning in a simulated maze environment using Python

Algorithm Development for an Autonomous Mobile Robot

Sep 2023 – Dec 2023

- Developed code in C for a microcontroller to interact with IR sensors, range sensors, and servo motors
- Created program for a robot to localize itself and knock over target towers using Monte Carlo localization
- Developed line-following algorithms for a robot using P-control and convolutional neural networks (CNN)
- Designed, modeled, and 3-D printed sensor brackets using SolidWorks and a Prusa printer

Automated Produce Slicer Machine

Sep 2022 – Dec 2022

- Developed code in C++ for an ESP32 microcontroller to interact with motors, sensors, and limit switches
- Ensured accurate timing execution through implementation of a real-time operating system using FreeRTOS
- Collaborated on a PCB (printed circuit board) designed for project application using Autodesk Eagle
- · Designed 3D printed parts through CAD modeling with emphasis in tolerancing for clearance and press fits

Interdisciplinary Senior Project: Bike to the Future

Sep 2021 – June 2022

- Designed sensor feedback system with a focus on usability and functionality for a visually impaired biker
- Integrated LiDAR and ultrasonic sensors for object detection, with tactile and audio feedback to alert the user
- Created and iterated 3D-CAD models of project assembly containing over 20 parts using SolidWorks
- Produced a comprehensive instructional and informative video to guide customer in product assembly and use

Ball Balancing Platform

Sep 2021 - Dec 2021

- Simulated closed-loop motor speed control using MATLAB and Simulink
- Developed Python code for STM32 microcontroller to interact with motors, IMU (I2C), and resistive touch panel
- Designed the multitasking program structure through implementation of task diagrams and finite state machines

EXPERIENCE

Applications Engineering Intern, Yaskawa America, Inc. – Drives and Motion Division

July 2022 – Sep 2023

- Developed function blocks for interpolation based on path percentage using SLERP and linear interpolation
- Tested function blocks by developing a path calculation function for a pick and place robot application
- Created and executed an SFC (Sequential Function Chart) program to interact with a 6-DOF robot arm
- Audited code by analyzing and testing existing function block code and documenting bugs and inconsistencies
- Programmed PLC's using MotionWorksIEC to develop over 200 test cases for a new controller release
- Assembled test stand for controller prototype using motors, servo drivers, and other electronic components

Instructional Student Assistant, Cal Poly SLO Mechanical Engineering Department

Sep 2020 – Dec 2022

- Evaluated homework assignments for over 100 students for ME 236: Measurement and Data Analysis
- Coordinated with instructor to improve teaching and incorporate feedback on student performance

ACTIVITIES

Member, Society of Women Engineers

Sep 2018 – present

Member, Cal Poly ASI Intramural Sports Teams (volleyball, flag football)
Orientation Leader, Cal Poly SLO New Students and Transitions: Week of Welcome

Sep 2018 – June 2023

Jan 2021 – Sep 2021

SKILLS

Programs: SolidWorks, MATLAB (Simulink), Autodesk Eagle, Fusion 360, AutoCAD, Microsoft Office, Arduino

Programming Languages: Python, C++, C, Java

Other: Computer Vision, 3-D Printing, Drafting (GD&T), Prototyping, Manufacturing (Mill, Lathe, CNC Machine)