Wireless Networking and Communications Group - UT Austin   **August 2021 – Present**
Undergraduate Researcher   *Austin, TX*

- Constructed scriptable Airsim drone simulation environment in Unreal Engine in order to generate images and positional data
- Utilized the environment to create a dataset, which was used to train our model; co-authored a submission to IEEE T-RO
- Developed a simple generic networking protocol with ZeroMQ and Protobuf to be used in different contexts within our lab
- Used networking protocol to research how latency changes on physically-moving hardware; submitting a paper to ICRA
- Benchmarked a variety of ASR, NLP, and other models on Jetson Nano to determine the efficacy of edge computing