

Cycle-level CPU Simulation

August 2021 – December 2021

- Generated image datasets of Airsim drone simulations in Unreal Engine using C++ and Python; made to help train a CV model
- Coordinated with another undergraduate student to deliver object-detection using MobilenetV2 on the Jetson Nano
- Provided a networking stack to detect latency for a center-less cloud of Jetson Nanos using ZeroMQ and Google Protobuf
- Worked closely with a PhD student under researching In/Out of Distribution inputs to neural networks