# Abhay Jani

669-301-8949 | abhayjani21@gmail.com | https://github.com/paipathan |

## **Profile**

Driven engineering student with experience in robotics, software development, and team leadership. Skilled in designing and optimizing autonomous systems, motion control algorithms, and sensor integrations. Strong problem-solver with expertise in troubleshooting hardware and software under pressure. Proficient in Java, Python, and C++, with experience in version control, mentoring, and project management. Passionate about applying technical and leadership skills to real-world engineering challenges.

# Work Experience

### Programming Captain at FRC 2854 PROTOTYPES - San Jose (June, 2024 - Present)

As Programming Lead for FRC Team 2854, I developed autonomous and teleoperated control systems using Java and WPILib. I designed motion control algorithms, implemented odometry for improved navigation, and integrated computer vision for real-time decision-making. I maintained a modular codebase, mentored new programmers, and ensured seamless hardware-software integration. Additionally, I optimized robot behavior during competitions, managed version control, and collaborated with mechanical and electrical teams to enhance robot performance.

#### Chief Technology Officer at Little Sparks Robotics - San Jose (December, 2023 - Present)

As CTO at Little Sparks Robotics, I led the development of robotics curricula and hands-on workshops to teach engineering concepts such as control systems and automation. I developed algorithms for pathfinding, odometry, and sensor integration, while managing both hardware and software development. I mentored students, collaborated with educators, and ensured the reliability of robotic systems during demonstrations and competitions, troubleshooting and optimizing as needed.

#### Senior Patrol Leader at Troop 264, Boy Scouts of America - San Jose (June, 2024 - Present)

As Senior Patrol Leader, I led the troop by organizing meetings, campouts, and service projects. I delegated tasks to patrol leaders, mentored younger scouts, and ensured they advanced through rank requirements. I led planning for high-adventure outings, focusing on logistics and team dynamics. This role helped me develop leadership, problem-solving, and organizational skills that I apply to engineering and technical projects.

#### Programming Lead at FTC 18715 ARTEMIS - San Jose (October, 2024 - Present)

As Programming Captain for FTC Team 18715 Artemis, I developed autonomous and teleoperated control systems using Java and the FTC SDK. I designed an odometry-based localization system, integrated AprilTag detection, and optimized mecanum drivetrain control. I mentored new programmers, ensured codebase efficiency, and collaborated with mechanical and electrical teams for seamless hardware-software integration. During competitions, I debugged and optimized robot performance.

# Education

**Evergreen Valley Highschool - San Jose (August, 2023 - Present)** 

## Skills

- Robotics Development Expertise in designing and programming autonomous systems
- Programming Languages Proficient in Java, Python, C++, with hands-on experience in FTC and FRC frameworks.
- Version Control & Code Management Skilled in Git for managing code versions, team collaboration, and maintaining clean, modular codebases.
- Control Systems Experience with motion control, feedback loops, and integrating sensor data for precise robot behavior.
- Leadership & Mentorship Proven ability to lead teams, mentor peers, and encourage collaboration, particularly in technical environments.
- Communication Effective in conveying complex technical concepts to both technical and non-technical audiences.
- Organizational Skills Able to manage multiple tasks and projects simultaneously, ensuring timely and efficient completion.
- Game Development Experience in various game development platforms (Unity, Gadot, Raylib)
- Virtual Reality Integration Utilization of lidar sensors on Meta Quest 2 to provide accurate pose measurements for robotics applications (QuestNav, FRC)