Paolo Torres

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Skills

Languages/Tech: C/C++, Python, Arduino, JavaScript/Node.js/JSON, HTML/CSS/Bootstrap **Libraries/APIs:** OpenCV, scikit-learn, jQuery, RESTful APIs, Twitter API, Riot Games API **Tools:** Linux, Terminal, Jira, Git, SVN, Jenkins, Visual Studio, Eclipse, SolidWorks, AutoCAD

Experience

Robotics Engineering Intern - Aeryon Labs

Sep 2017 - Present

- Developed fixes on LSM6DS3 IMU and F28069 MCU to improve temperature reading and flight in C
- Fixed memory management issues in C++ and CUDA on Nvidia Jetson TK1 to reduce payload crashes
- Patched 100+ bugs and implemented feature requests in Jira related to controls, computer vision, and UI

Software Developer - WATonomous

Sep 2017 - Present

- Designed a **detection model** in C++ and OpenCV that processes camera and LIDAR to track objects
- Integrated with a neural network program for shape-based identification and image-based classification
- Researched tracking and detection techniques to merge the perception module into the software system

Software Developer Intern - Solink

Jan 2017 - Apr 2017

- Developed central data source connector in Node.js for 10,000+ POS device transactions a day
- Wrote software tools and automation scripts through Scrum/Agile practices saving hours of work
- Prototyped and pitched computer vision implementation to initiate early development of new features

Embedded Developer - Waterloo Aerial Robotics Group

Sep 2016 - Dec 2016

- Designed a debugging system in C for the GPS to prevent coordinates from incorrectly locking values
- Utilized integer-based commands to control decision-making for the aircraft's probe drop mechanism
- Employed pulse width modulation code on mounted camera to manage payload imaging for competition

Programming Instructor - Addity

Jul 2016 - Aug 2016

- Implemented Lego Mindstorms activities and taught 40+ students about the fundamentals of robotics
- Configured Gradle automation system with Windows batch files to build and host project workspaces
- Led the WordPress course for 30+ students and integrated HTML and CSS to deepen the program

Computer Technician - Y2K Computers

Jul 2015 - Aug 2015

- Prioritized client specifications and built custom-made desktops to boost company revenue by 50%
- Utilized BIOS firmware for OS updating and component testing to improve overall performance
- Applied troubleshooting to effectively repair system errors, intrusive software, and hard drive failures

₽ Projects

Vehicle Tracker - (C++, OpenCV)

- Created an application enabling users to upload traffic video and have the data analyzed at 96% accuracy
- Employed computer vision and image processing techniques to separate static from dynamic instances

Sign Language Translator - CUHacking (Python)

- Built a sign language recognition system via Leap Motion technology with incorporated video chat
- Won Indico's Challenge for best use of machine learning through SVMs and the scikit-learn library

Pathfinding Simulator - (C++)

- Implemented A* search algorithm to simulate closest path robotic navigation with obstacle avoidance
- Allowed users to create the environment and visualize movement and heuristics via binary representation.

Toast the North - Hack the North (Arduino, Python)

- Developed a system that allows users to create their own design and have it come to life through toast
- Wrote all the code consisting of the heat control mechanism, Processing software, and Tkinter GUI