

<b>Name</b>	Bodey Royce Baker
<b>Date of Birth</b>	5th October, 1984
<b>Citizenship</b>	Australian
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<b>Phone</b>	+82-10-6589-1006
<b>Location</b>	Seoul, South Korea

Skills

<b>Programming</b>	Java, Python, C (Highly Proficient) JavaScript, HTML, CSS, MySQL, C++, C#, MATLAB (Proficient)
<b>Familiar Platforms</b>	Android, Stellaris microcontrollers, .NET, Gumstix (OMAP3430)
<b>Theory</b>	Algorithms, Machine Learning, Computer Vision, Visualisation, Parallel Computing, Artificial Intelligence (AI), MultiAgent Systems (MAS)
<b>Engineering</b>	Robotics, Embedded Systems
<b>Mathematics</b>	Linear Algebra, Multi-Variable Calculus, Probability, Statistics, Control Theory
<b>Operating Systems</b>	Linux, UNIX, Mac OS X, Windows XP/7/8

Experience

<b>Software Engineer</b> <ul style="list-style-type: none"> <li>Implemented the ground control manager for controlling and configuring UAVs using JavaScript &amp; PHP to network with the ground control server.</li> <li>Implemented the first version of the ground control manager prototype in Java.</li> <li>Designed and wrote the firmware and boot loaders for our peripheral devices using C and the Code Sourcery toolchain. This required knowledge of UDP, CAN and reverse engineering of third party bus protocols.</li> <li>Prototyped / analysed data in Python and C#.</li> </ul>	<b>Jul 2010 - Jul 2012</b> Cyber Technology Australia
<b>Undergraduate Engineer</b> <ul style="list-style-type: none"> <li>Processed data in Python to ensure vehicles met vibration requirements.</li> <li>Improved the pattern matching algorithm for brake pad detection using Python.</li> <li>Wrote Visual C# Visualisation software to highlight issues in current software.</li> <li>Improved Visual C++ program to remove noise from point cloud data.</li> </ul>	<b>May 2009 - Jun 2010</b> MRX Technologies Australia
<b>Assistant English Teacher</b> <ul style="list-style-type: none"> <li>Taught English to primary and junior high school students.</li> <li>Duties: planning lessons; teaching; communicating with students.</li> <li>Skills: teaching; public speaking; motivating; integrating into cultures.</li> </ul>	<b>May 2008 - Feb 2009</b> W5 Staff Services Japan
<b>Undergraduate Engineer</b> <ul style="list-style-type: none"> <li>Visualised the output of log files using Visual Studio with C++.</li> <li>Created dynamic libraries for data processing routines in Windows</li> <li>Modelled parts for a road rail vehicle using Autodesk Inventor.</li> </ul>	<b>Jan 2008 - Mar 2008</b> MRX Technologies Australia
<b>Research Assistant</b> Studied the feasibility of using Amira to process 3D data sampled from rock samples to analyse their composite structure and visualise the segmented data using a 3D projector for better data exploration.	<b>Aug 2007 - Jan 2008</b> Centre for Exploration Targeting University of Western Australia Australia
<b>Research Assistant</b> <ul style="list-style-type: none"> <li>Researched an algorithm to analyse the directional variation of roughness of a rock surface from 3D geometric data using MPI for C.</li> <li>Skills Gained: visualisation; parallel computing; algorithm design.</li> <li>Eventuated in a paper.</li> </ul>	<b>Dec 2006 - Dec 2007</b> Centre for Exploration Targeting University of Western Australia

## Education

### Bachelor of Engineering (Mechatronics) - The University of Western Australia

**Thesis:** *Developing a stand alone wireless sensor network for damage detection using the impedance method*

This project required changing the platform of an active damage detection system from large and expensive laboratory equipment to a cheaper and smaller embedded platform that is more applicable to the field. This involved cross-compiling for an embedded platform using OpenEmbedded, user and kernel level code, some circuit design and mathematical analysis of sensor readings.

**Developed Skills:** Cross-compiling; embedded software; kernel level development; linux architecture; hardware; SPI.

**Units with distinction:** Algorithms, Software Engineering Design, Object Oriented Programming, Embedded Systems, Robotics and Automation, Real-time Distributed Computer Systems, Computer Architecture, Operation Systems, Mechatronics Systems, Advanced Control Engineering

### Computer Science with Honours - The University of Western Australia

**Thesis:** *Strategy specification for teamwork in robot soccer*

Researched planning in multi-agent systems where a team of agents have a common goal, are being hindered by other agents, only have a limited view of the world, and due to time constraints not all team members can be informed of the planned solution but they must still co-ordinate in a reasonable manner.

**Developed Skills:** Algorithms; C++; Visual Studio.

**GPA (WAM)** 6.00 (74.13)

**Units with high distinction:** Computer Vision, Scientific Communication, Visualisation

### Manjimup Senior High School

**TER** 95.55 percentile

**TEE subjects** Calculus, Applicable Mathematics, Physics, Chemistry, Geography, English

## Scholarships and Prizes

**2007:** Top of the Computer Science honours unit “Scientific Communication”

**2001:** Institute of Engineers award for attaining a TEE score above 75% in:  
Chemistry, Physics, Calculus and Applicable Mathematics.

**2000:** Olympic Torch Escort Runner

## Publications

- B. Baker, K. Gessner, E.J. Holden, and A. Squelch, *Automatic detection of anisotropic features on rock surfaces*, Geosphere, Geological Society of America, (April 2008), 4(2):418-428
- B. Baker, M. Reynolds and W. Liu, *Strategy specification for teamwork in robot soccer*, PCAR '06: Proceedings of the 2006 international symposium on Practical cognitive agents and robots (New York, NY, USA), ACM Press, 2006, pp. 129–140.
- B. Baker, K. Gessner, E.J. Holden, and A. Squelch, *Automatic analysis and visualisation of rock surface roughness*, Deformation in the desert, Tectonics & Structural Geology, Geological Society of Australia, July 2007

## Volunteer Activities

**2007:** President of the UWA Association of Mechatronics Engineers

**2006:** Social Engineer of the UWA Association of Mechatronics Engineers

**2006:** Vice-President of the UWA Computer Science Students Club

## Interests

Soccer, Capoeira, Rock Climbing, Capoeira, Open Source Software, Machine Learning, Translation, Snow Boarding, Linux, Android, Travelling, Languages, Cultures.

## Quotations

“Bodey worked very hard and long hours during his time at Cyber Technology. He assisted the CyberPilot Project by being innovative and thorough. His ability to plan and develop key process improvements has resulted in outcomes well ahead of expectations and lead times. I would recommend Bodey to anyone seeking a reliable, efficient and well informed engineer and team leader.”

**Paul G. Dewar** - *Chief Operating Officer - Cyber Technology*