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PROJECT PORTFOLIO

Unmanned Aircraft Systems Student Design Team

Automatic Antenna Tracking Station

Drone Canopy

Augmented Reality CAD Viewer

Vortex Generators

Other Projects

Travel Planning Map

Induction Charging System

Virtual Reality Submarine Game

Remote Controlled Fireboat

Solid-fuel Hobby Rocket

CAD Helicopter Main Rotor System

Future Projects

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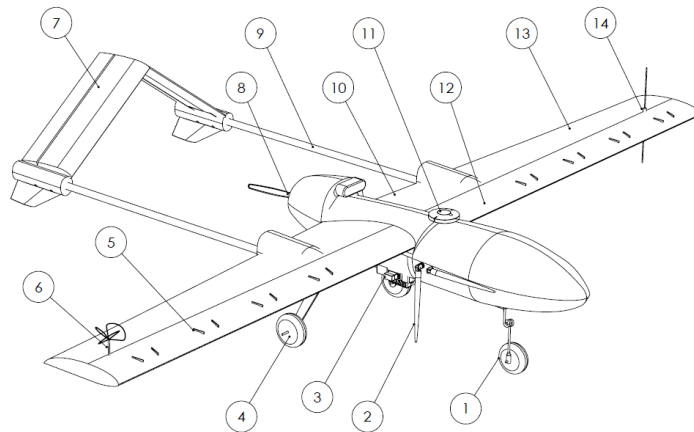
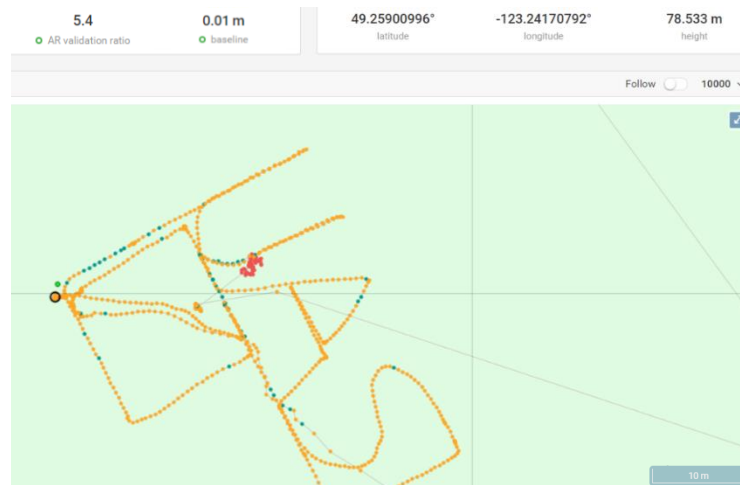
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Unmanned Aircraft Systems Student Design Team



- | | |
|---------------------|--------------------------|
| 1 NOSE GEAR | 8 MOTOR AND PROPELLER |
| 2 TELEMETRY ANTENNA | 9 CARBON FIBER TAILBOOM |
| 3 GIMBAL AND CAMERA | 10 FLAPS |
| 4 MAIN LANDING GEAR | 11 GPS UNIT |
| 5 VORTEX GENERATOR | 12 LEADING EDGE SLAT |
| 6 DATALINK ANTENNA | 13 AILERON |
| 7 INVERTED V-TAIL | 14 RADIO CONTROL ANTENNA |

On UBC UAS, I developed innovative unmanned aircraft and their support systems, such as 2m wide heavy-lift quadcopters and antenna tracking stations, while incorporating new technologies like centimeter-accurate RTK GNSS and augmented reality prototyping tools. My passion for aerospace led me to become a project manager and then the captain of the entire group of 35 students; I led the team to a podium finish at a national competition for the first time in the team's history.

I also spearheaded development efforts of a multi-mission UAV technology demonstrator to explore VTOL technologies, by modifying the airframe and performing aerodynamics and load analyses in wind tunnels and simulations. This aircraft created a foundation for future UAS projects, inspiring growth and innovation.

The team website can be viewed [here](http://www.quaternion.me/raymond).

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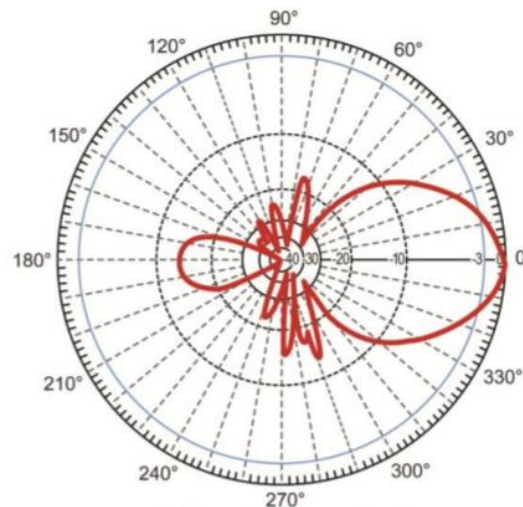
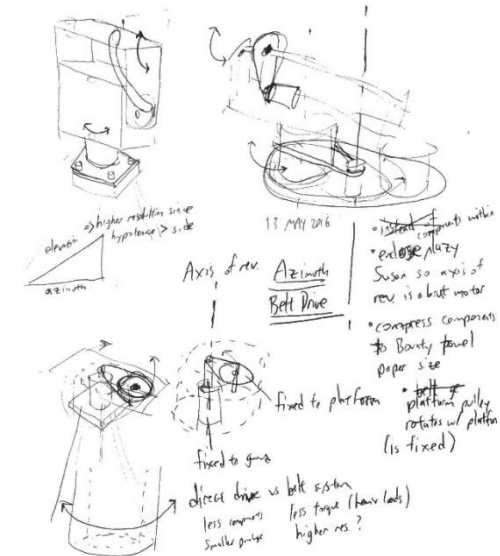
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Automatic Antenna Tracking Station

This unit can support a high-throughput datalink so images and videos can be processed live on the ground, instead of waiting for a drone to land and remove the camera SD card for post-processing. It was deployed at multiple UAV competitions, tracking drones and relaying mission data.

I designed, tested, and manufactured the tracking station, and calculated operating parameters dependent on drone and RF performance. High-resolution rotation in yaw and pitch achieved using stepper motors in belt-drive configurations.

Also developed feedback error-correction loop and formulated experiment procedures to test the motor torque, GPS and IMU accuracy, and signal attenuation.



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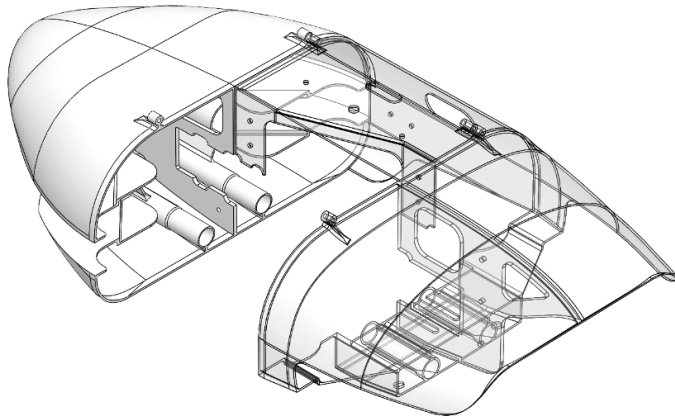
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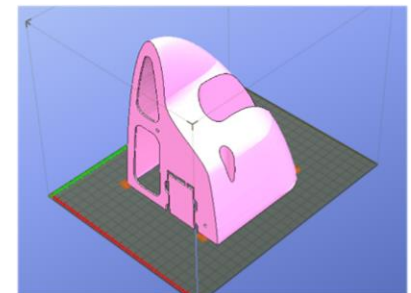
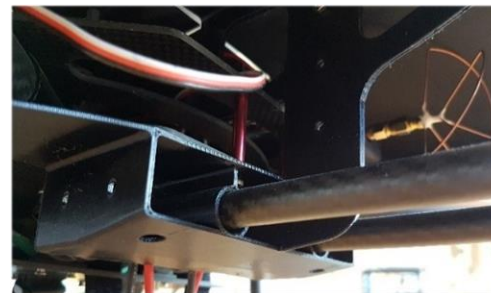
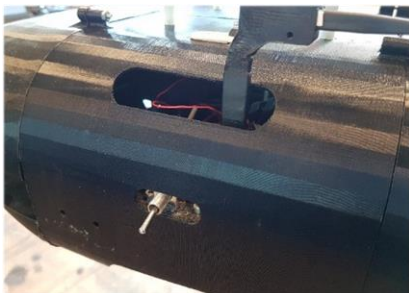
Drone Canopy



I designed a shell to be fitted over an existing drone frame to provide ingress protection in poor weather while maintaining aerodynamics and transportability.

Purposely designed to accommodate for tolerances and meet clearances, so it had zero interference problems with existing antennas, transmitters, switches, and flight controller. Retained ability to cool PDB with air intakes and collapse motor booms for transportation. Successfully 3D printed canopy and assembled on first attempt after a dozen digital mock-ups, including the use of the AR CAD Viewer.

Received an honourable mention at the [USC](#) 2018 competition by organizers and law enforcement for aesthetics and the ability to shield internals from the dusty environment.



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Augmented Reality CAD Viewer

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Often in the design process of new components, difficulties arise when trying to visualize the scale of designs or predicting problems without a high-fidelity prototype.

Recognizing this issue and the lack of accessible solutions, I developed an interactive AR program, reducing iterations while refining workflow. Developed with Unity game engine and Vuforia SDK for target image or surface recognition, in addition to online documentation and YouTube tutorials.

Algorithms coded for user to reposition the model, scale objects, and reset the program. Future project would be to update the app to use Google's ARCore SDK.

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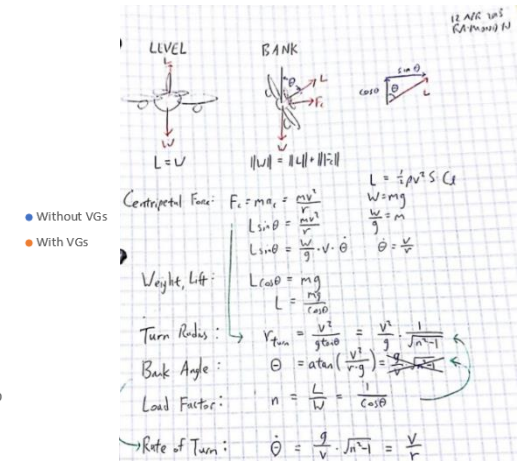
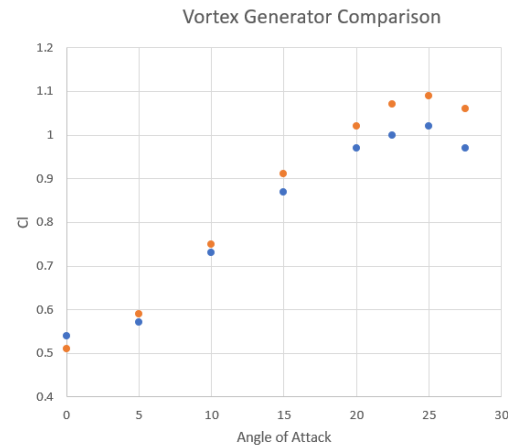
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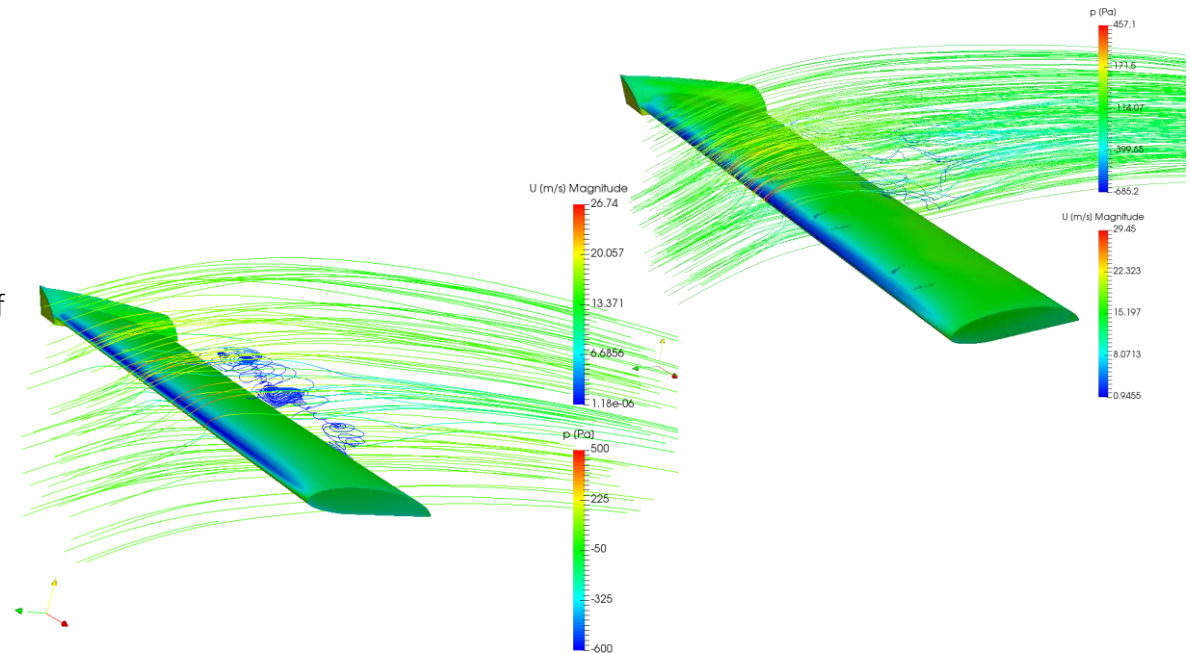
Vortex Generators



In order to overfly corner waypoints without breaching the geo-fence for the [AUVSI 2018](#) competition, I designed vortex generators for the 2m wingspan drone.

Dimensions calculated as proportions of chord length, vortex radius, and boundary layer height, while CFD simulations were performed using cloud-based FEA software, allowing for dozens of simulations to be performed in parallel, drastically expediting the analysis.

Stall speed and turn radius were theoretically reduced by 5% and 8% respectively by comparing Cl vs AoA plots with and without VGs. Pilot-in-command praised the stall recovery performance and increased maneuverability.



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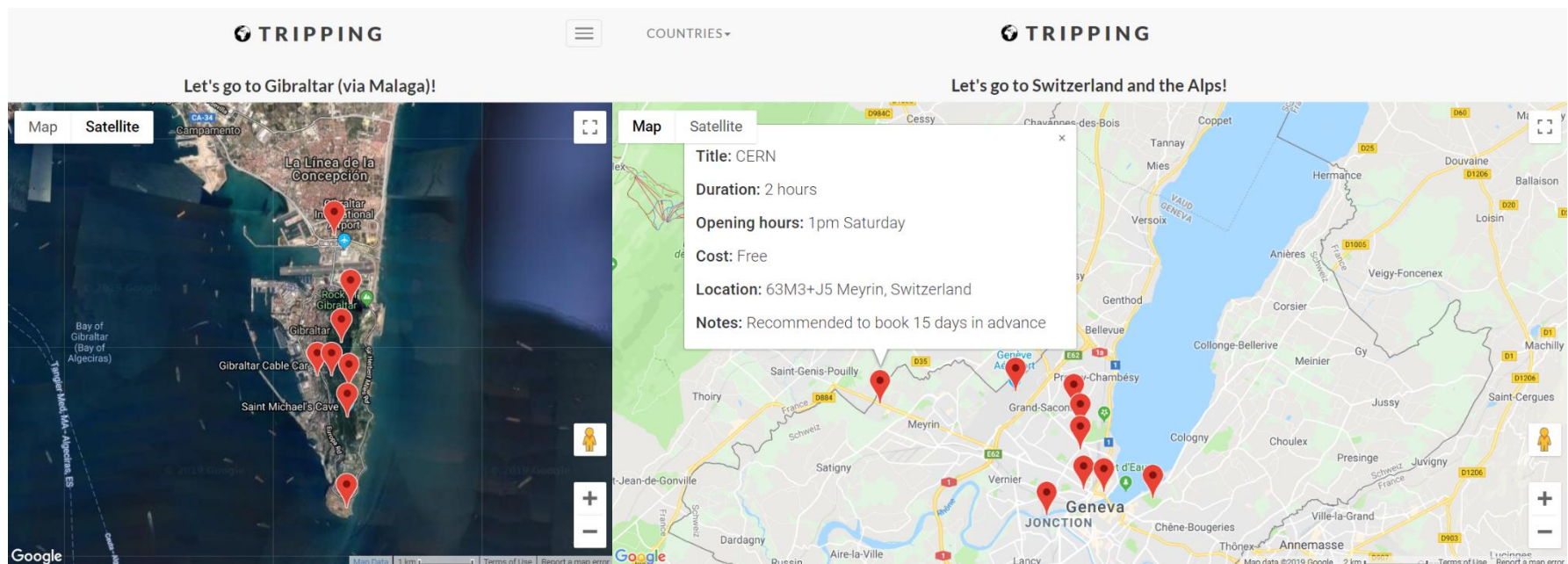
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Travel Planning Map

To help plan and coordinate my travels in Europe with friends, I developed an interactive web-based map utility with Google Maps API, Google Scripts, JavaScript, and HTML. Travel information like opening hours, cost, and facts all updated live from Sheets. Additional scripts automatically searched for the street address and longitude/latitude coordinates to reduce manual input.

While I only realized that a customizable map was already released by Google *after* this was created, this project was nonetheless an engaging experience. Currently focused on expanding features to increase practicality, such as showing live user position and adding navigation directions with Directions API.

The webapp can be viewed at: quaternion.me/pages



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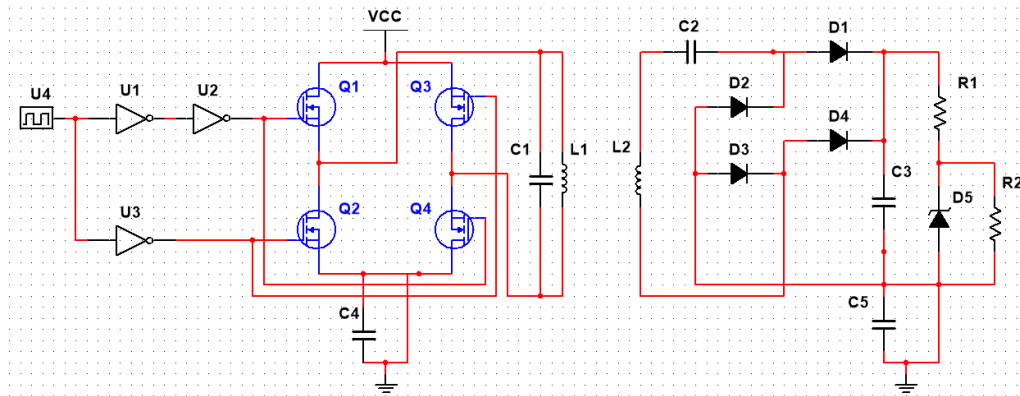
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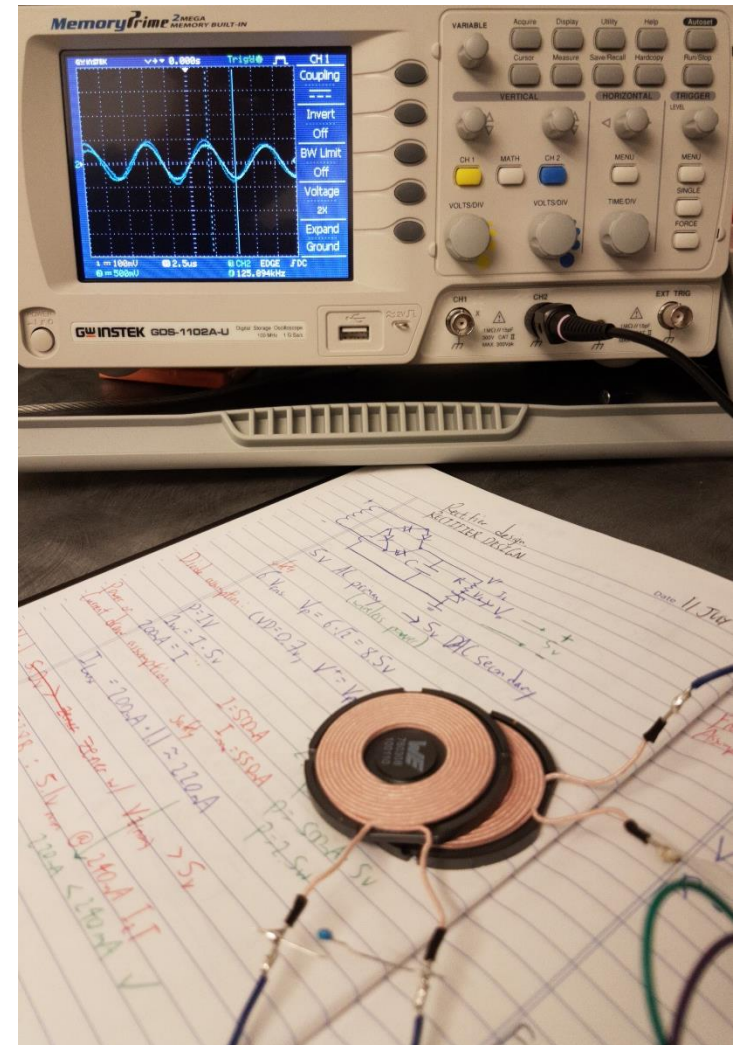
Induction Charging System



Wanting to avoid the nuisance of tangled wires during phone charging and to apply conceptual knowledge, I created a wireless charging station.

Designed the circuit using online tutorials, forums, and class notes, with components sourced from DigiKey. Raspberry Pi and logic gates used to provide PWM to H-bridge and to regulate voltage. Improved induction by maximizing Q factor at ~150kHz from coil datasheet, and calculated capacitance required for magnetic resonance.

A future project would be to move the circuit onto PCB and design ergonomic housings for the transmitter and receiver for practical implementation.



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Virtual Reality Submarine Game

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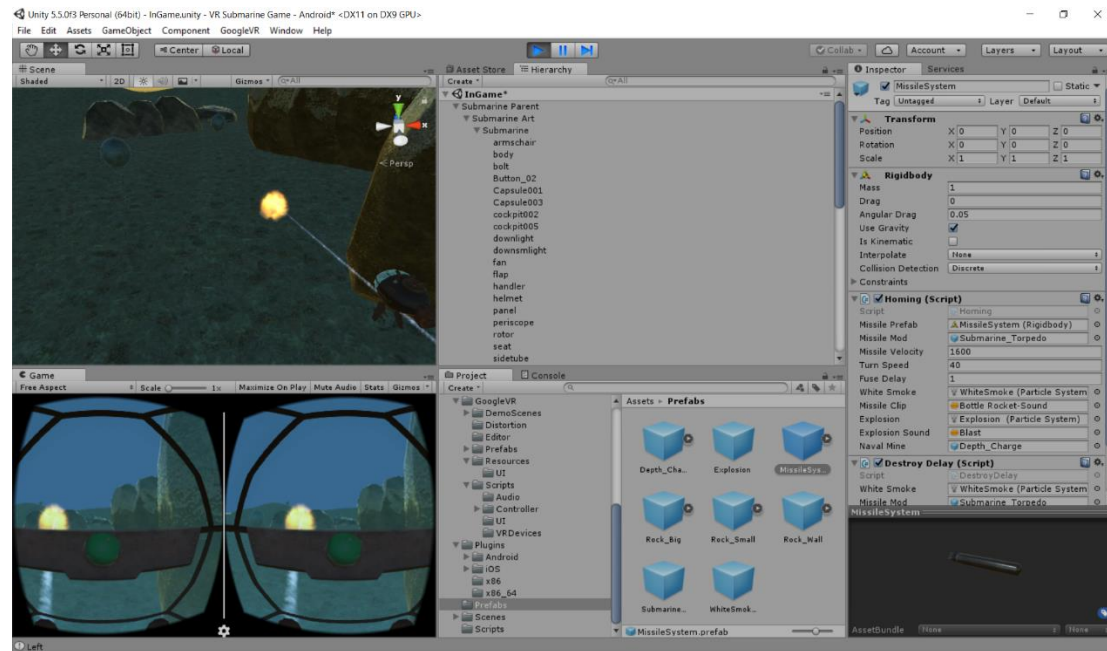
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An interest for new technologies led to attending a workshop on virtual reality applications, which brought experience using the Unity game engine and VR development. Optimized for Google Cardboard with Android Studio.

Applied vector math operations for displacement and modified gameplay by scripting in C# and JS, following tutorials and documentation. Gameplay includes variable user-following movement, guided torpedoes, and explosion effects.

Sample code can be viewed at:
github.com/raymondhcyu



```
void FixedUpdate () {  
  
    float step = turnSpeed * Time.deltaTime; // time.deltaTime makes speed independent of f  
  
    if (missilePrefab == null || target == null) { // check to see if missile system or tar  
        Debug.Log("Error: Cannot find missile prefab.");  
        return;  
    }  
  
    missilePrefab.velocity = transform.forward * missileVelocity * Time.deltaTime; // prop  
    aimDirection = Quaternion.LookRotation(target.position - transform.position); // define  
    missilePrefab.MoveRotation(Quaternion.RotateTowards(transform.rotation, aimDirection, s  
  
    // missilePrefab.transform.forward = (target.position - transform.position).normalized;  
    // missilePrefab.AddForce(missilePrefab.transform.forward * missileVelocity * Time.delt  
}
```

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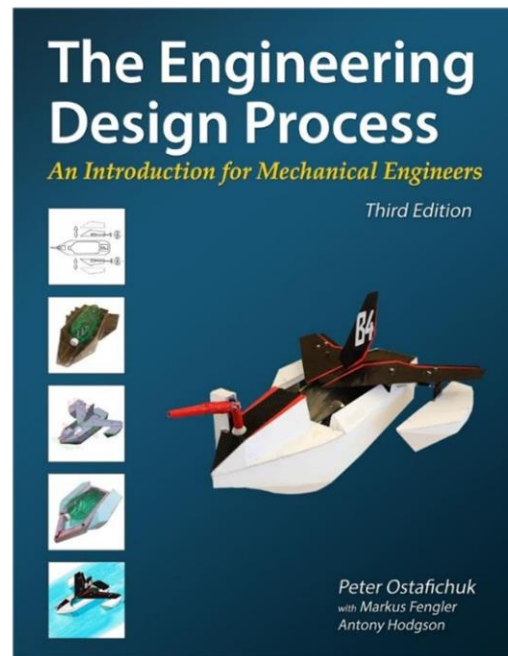
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Remote Controlled Fireboat

Developed a scale model maritime response and rescue boat as part of a project design course. Proceeded with unconventional design after consultations with a renowned naval engineering professor. The design process was featured in an engineering design textbook at the request of the UBC Mech2 Program Director.

Vessel was modelled and rendered with SolidWorks and optimized ship design with SolidWorks CFD. I designed the water cannon cupola, inspired by stealth technologies, while a servo motor system provided water cannon trajectory control through pressure and elevation changes. RF controller and receiver provided control of propulsion, steering, and water deployment. High maneuverability was achieved through trimaran hull and dual BLDC motors using alternating thrust.



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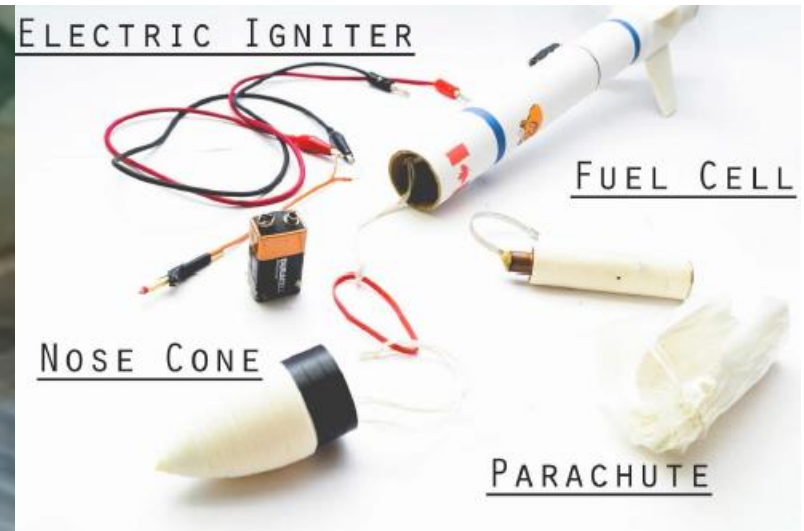
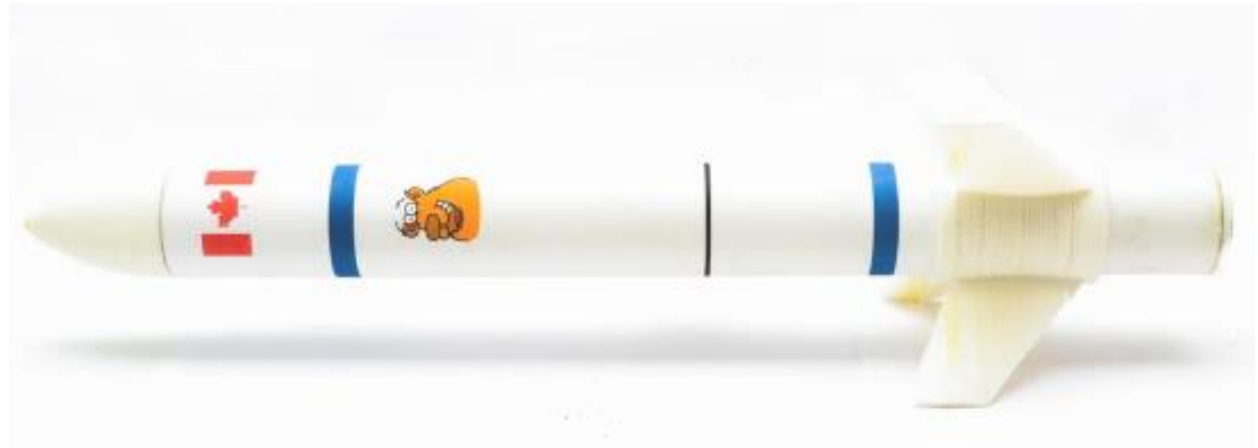
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Solid-fuel Hobby Rocket

Designed, manufactured, and test-launched a rocket as part of a self-led high school chemistry project.

Fuel cell comprised of potassium nitrate, sugar, and sulphur, while aerodynamic surfaces were 3-D printed. Flame-retardant paper lined the interior to protect the fuselage against the delayed parachute charge. Tested individual subsystems like parachute and motor through simulated flight parameters.

See fuel cell/motor test [here](#).



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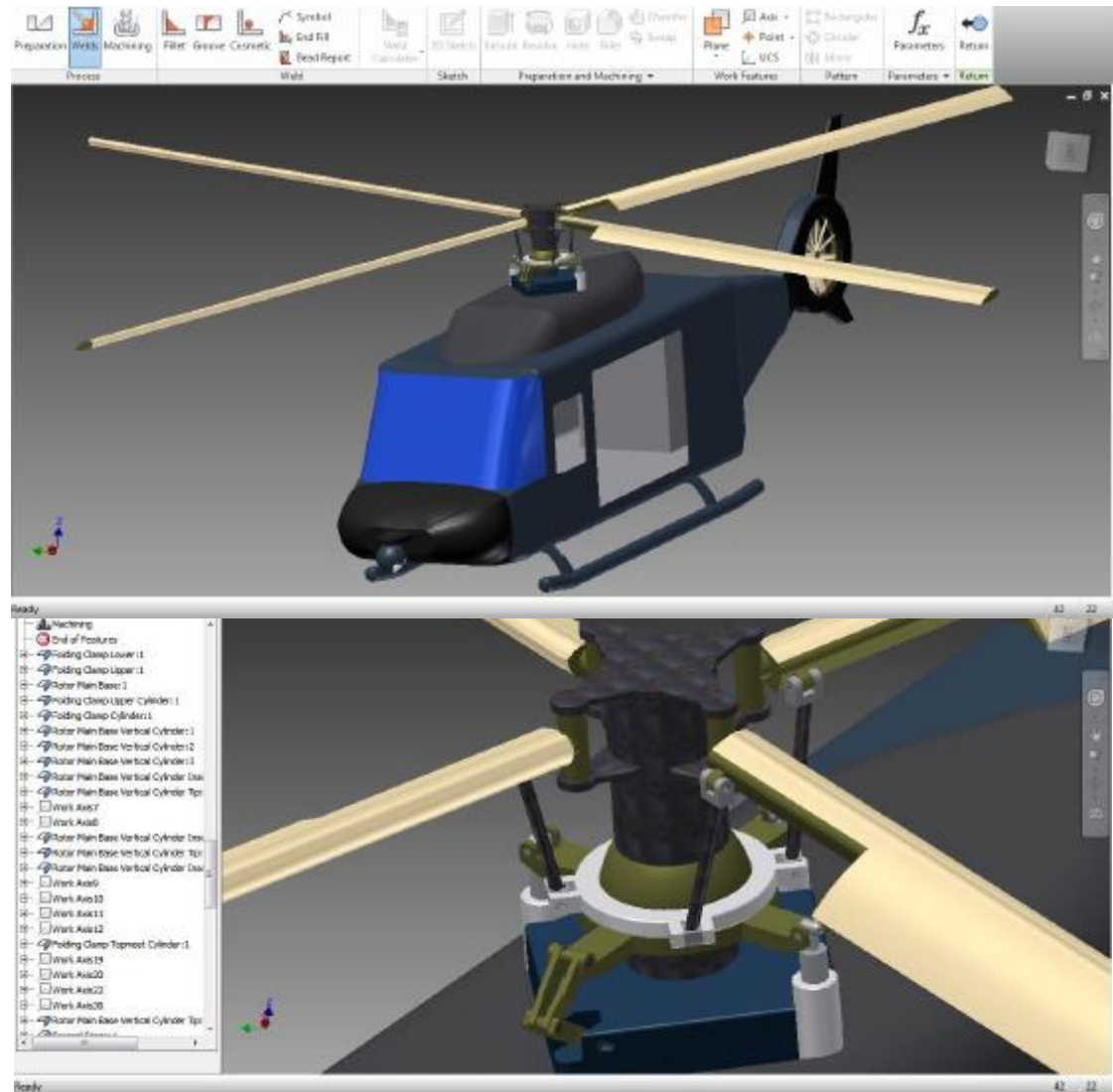
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CAD Helicopter Main Rotor System

This is a simplified and functioning main rotor system of a Sikorsky S92 helicopter on a modified Bell 412 airframe, designed with Inventor for a final high school drafting project.

Dozens of complex individual components are dependent on one another such that the final assembly is perfectly capable of coordinated movement. The angle of attack can be changed by the vertical translation of the swash plate.



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Future Projects

Currency Exchange Rate Scraper

Having unsuccessfully tried scraping online currency exchange rates with BeautifulSoup (received messages saying it was against their terms of use...), I want to try again using Selenium. The intent is that whenever a preferable rate is found, a notification would be sent so I can order foreign currency at the best rate.

Cellular IoT or LPWAN implementation

With a fascination towards wireless communication and the importance that the technology has on our day-to-day lives, I want to learn more and implement cellular or long-range communications on a DIY project. Currently unsure what application to test it with, but inclined towards BVLOS drone operation (within regulations, of course).

Portfolio Pages on Website

I hope to transfer this PDF portfolio onto my website for better presentation, navigation, and description in a set of dedicated project pages.