

Victoria, BC, Canada hello@robertkl.com

SUMMARY OF QUALIFICATIONS

- Extensive coding experience: 6+ years across C, C++, C#, Python, Java, TypeScript, MATLAB, Git, CMake.
- Machine Learning & Computer Vision: Keras CNN projects in road segmentation, monocular depth estimation.
- **Embedded systems:** KiCad, VHDL, ARM Assembly, Altium. Designed efficient and fast low-level code.
- **Exceptional academics:** Recipient of 20+ prestigious academic & leadership awards valued at \$100,000+.
- Proven leadership skills: Lead organizer for 200+ conference. 5 years leading 180+ volunteers to reach 650+ seniors as Senior's Program Founder, Delivered workshops to 250+ engineering students as IEEE SB Chair.

EDUCATION

Bachelor of Electrical & Computer Engineering

University of Victoria, Victoria, BC

Sept. 2016 - Apr. 2021

Cumulative GPA: 97% **WORK EXPERIENCE**

Software Engineer Intern - Azure Cognitive Search

Sept. 2020 - present

Microsoft, Bellevue, WA (Remote)

Design & implement highly requested API & backend feature on Azure Cognitive Search team in C#, Java.



Software Engineer Intern - Azure Search, AI Platform

Jun. 2019 - Aug. 2019

Microsoft, Bellevue, WA

- Developed a dynamic search website generator with suggestions and filtering options in TypeScript.
- Connected designers, engineers, and program managers to identify scope of work and feature set.
- Improved user experience on Azure Search portal by adding new JSON editor & search website customization.

Software Developer Intern - Garage Program

Jan. 2018 - Apr. 2018

Microsoft, Vancouver, BC

Built cross-platform mobile app leveraging offline machine learning for chest x-ray classification in C#.

Built image processing pipeline, DevOps Continuous Integration, iOS share extension, and integration of TensorFlow Android binding library. Team expert on Git version control.

STEM Instructor

Jan. 2017 - Aug. 2017

Science Venture, Victoria, BC

 Performed risk & behaviour management; developed and delivered engaging engineering curriculum to 170+ children; communicated with 125 parents to improve camper experience.



Research Fellow

Jul. 2016 - Aug. 2016

TRIUMF, Vancouver, BC

 Constructed experimental apparatus; conducted computer simulations to measure sensitivity of neutron radiation detector for nuclear fusion commercialization at Canada's particle & nuclear physics laboratory.



LEADERSHIP EXPERIENCE

Founder & Program Leader, Senior's Program

July 2015 - present

- Founded a series of workshops on technology and computers for seniors in the community.
- Supervised a team of 180 volunteers to reach 650+ attendees over 30 workshops; raised \$700.

Chair & Vice-Chair, IEEE Student Branch

Sept. 2019 - present

 Co-delivered skill development workshops focusing on Git, machine learning, integrated circuits, breadboarding, soldering, and Eagle circuit design, reaching 250+ engineering students; successfully secured \$1000 in funding.

Conference Organizer Lead

Aug. 2019 - Nov. 2019

- **Assembled** and orchestrated organizing committee; established conference vision.
- Spearheaded logistics planning for 200+ attendee conference on "fusion of technology and business strategy".

PROJECTS

Computer Vision Project on Semantic Road Segmentation

<u>qithub.com/robertklee/KITTI-RoadSeq</u>

- Successfully trained U-Net CNN on KITTI Road dataset with worst case of 91% F1 score using Keras & Python.
- Designed network architecture by analyzing numerous computer vision research articles.
- Designed data generator, train and test scripts, loss functions; configured cloud training; tuned hyperparameters.

C Optimization Project on Discrete Cosine Transform

github.com/robertklee/C-Optimization-DCT

Achieved a 10x speedup compared to naïve implementation by using C and assembly-level optimizations.

Configured **CMake** for platform agnostic compilation; profiled code using Valgrind; created custom asm operator.

Computer Vision Project on Monocular Depth Estimation

github.com/DeclanMcIntosh/monodepthV2tf

- Successfully trained U-Net CNN for depth estimation on DrivingStereo dataset using Keras & Python.
- Constructed training loss (photometric reprojection and edge-aware smoothness) in Keras backend, which are designed to counter object occlusion and camera egomotion.

Networked Web Game Application

<u>qithub.com/robertklee/RoyalGameOfUr</u>

• Implemented multi-user two-player online game using Python, Bottle, React, and SQLite & server-side logic.

Battlesnake Reinforcement Learning-based AI Controller

- Challenge: Design algorithm to control snake in real-time game combat environment. Goal: Survive the longest.
- Trained keras-rl reinforcement learning model with a combination of self-play and publicly available snakes.

Pulse-Width-Modulated Signal Generation & Monitoring Embedded Systems (STM32F0) bit.ly/GitHubPWM

- Goal: Using the STM32F0 microcontroller, change the frequency of a PWM signal generated by a 555 timer, measure the frequency using interrupts, and interface with an LCD to display the results.
- Restriction: Must access relevant I/O registers directly. Must consult reference manual and data sheets.
- Configured the Analog-to-Digital Converter to read a potentiometer input, Digital-to-Analog Converter to drive an optocoupler to adjust 555 timer frequency, and Serial Peripheral Interface (SPI) to communicate to LCD.

Audio Effects Circuit Design & Embedded Systems (STM32F407)

bit.ly/RLAudioFX

- Goal: with an analog audio input, pitch shift or add echo effect and output to a speaker.
- Circuit: designed AC level shifting circuit, active bandpass filter, LED matrix display and DAC quantization error smoothing in KiCad; manufactured as a printed circuit board; soldered components and tested PCB.
- Embedded Systems: FFT to extract frequency domain; NVIC with timer-raised interrupts to service analog sampling, button debouncing, and image display on LED matrix; memory and clock cycle optimizations.

AWARDS AND ACHIEVEMENTS

Schulich Leader Scholarship

2016 - 2020

• \$80,000 full-ride scholarship; 50 awarded nationally among 1512 nominees; selected for academic excellence in science, technology, engineering, and mathematics, and outstanding community or entrepreneurial leadership.

1st Place, Western Engineering Competition - Senior Design

Jan. 2020

- Built a robot to collect Martian artifacts in a timed environment with limited budget and weight.
- Qualified for national <u>Canadian Engineering Competition</u>.

Jamie Cassels Undergraduate Research Award for 2019-2020

Sept. 2019

• Under the mentorship of faculty supervisor, research hardware acceleration for ML neural networks.

1st Place 3-Time Winner, UVEC Engineering Competition - Senior Design

Oct. 2017, 2018, & 2019

- Developed the **best robotic solution** with limited materials in a timed environment.
- Served as delegate at regional Western Engineering Competition.

3rd Place, Google Games Competition

Oct. 2017

• Competed in team challenges focusing on problem solving and algorithm design.

3rd Place, Engineering Design Autonomous Cable-Carrying Robot Project

Mar. 2017

- Architected the robot's control program using Finite State Machine with basic control theory & signal processing.
- Challenge: The robot must find a target object within constrained search area and run a simulated cable from source to target while minimizing excess cable and object collisions.

2nd Place, Engineering Design Presentation to Saanich Parks and Recreation

Dec. 2016

Presented conceptual designs on infrastructure that fosters a positive attitude towards sustainable energy.

1st Place, UVEC Engineering Competition - Junior Design

Oct. 2016

- Identified the client's objectives, constraints; constructed the prototype; pitched the final product to judges.
- Served as delegate at regional Western Engineering Competition in Banff, Alberta.

Governor General's Academic Medal, Bronze

2016

National Champion, Michael Smith Science Challenge

2014

• Set national record score of 97.5% among 1,700+ candidates.

POSTER PUBLICATIONS

Neural Network Hardware Acceleration: Leveraging parallelism in FPGAs to improve CNN performance

HOBBIES / INTERESTS

• Computer Vision • Skiing • Photography • Travelling • Running