

Andrew Scheffer

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Education

University of Michigan

Ann Arbor, MI

Masters of Engineering: Computer Engineering

May 2024

Bachelor of Science: Computer Science and Engineering (Minor: Physics)

May 2023

GPA: 3.97/4.00

Relevant Coursework: Operating Systems, Advanced Autonomous Robotics, Advanced Computer Vision, Natural Language Processing, Data Structures and Algorithms, Computer Organization, Statistics

Work/Research Experience

NASA Jet Propulsion Laboratory

Pasadena, CA

Robotics Simulation Intern

May 2023 - Present

- Deployed software-in-the-loop simulation features relating to downlink command parsing, rover kinematic state, and rover collision modeling for Mars 2020 and Mars Sample Return missions
- Developed a custom deterministic multithreading library in C++ from scratch for use in the Mars Sample Return surface simulation stack

Garmin Internship

Olathe, KS

Software Engineering Intern

May 2022 - Aug 2022

- Formulated both modular and fuzz testing schemes in an effort to rigorously certify a new graphics driver to be used in Garmin's aviation products
- Identified and developed significant modifications to the automated testing framework by creating new testing tools using libclang
- Developed an entire graphics pipeline in C++ using the Vulkan API

MIT Proto Ventures Healthcare Research

Virtual

Researcher - Luis Soenskin

June 2020 - April 2022

- Successfully preprocessed hundreds of thousands of images of dermatological diseases employing computer vision algorithms in Python and exported trained model to iOS app with Swift
- Spearheaded the development of a dataset that differentiates both body parts and Fitzpatrick skin types in images to be used by telehealth systems to provide more equitable care to underrepresented groups
- Implemented computer vision algorithms such as foreground segmentation, body pose classification, feature matching, and noise filtering to quickly and efficiently preprocess image data

Project Experience

Michigan Autonomous Aerial Vehicles (MAAV)

Ann Arbor, MI

Software Team Lead

September 2020 - Present

- Responsible for designing and implementing a completely autonomous software stack for a quadrotor using ROS integrated with the PX4 flight controller
- Recent projects include designing a Docker environment to support a seamless development environment, implementing a depth camera driver that publishes data to ROS, and writing a waypoint generator script
- Manage the development and integration of path planning, localization, and computer vision algorithms
- Teach new members fundamentals of robotics and software development (version control, forward/inverse kinematics, ROS, etc)

C++ Chess Engine

Ann Arbor, MI

Primary Contributor

November 2020 - Present

- Created a 1-player C++ chess engine from scratch using SDL and OpenGL
- Implemented an alpha-beta pruning search technique to quickly generate and evaluate moves

AR Architecture App

Ann Arbor, MI

App Developer

May 2021 - August 2021

- Researched, designed, and programmed an iOS app that allows users to scan white architectural models and make .obj files using 3D feature point placement.
- Worked with EIPC at UofM to create photogrammetry solutions for architectural modeling

Relevant Activities

Michigan Hackers, iOS Team Lead

Sept 2020 - Aug 2023