# Shaun **Fedrick**

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github.com/sfedrick % Portfolio

Stamford, Connecticut i Authorized to work in the U.S.

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# Professional Experience

## current Jan 2022

# Mechatronics Engineer | Motion Planning and Controls , ASML, Wilton, Ct

Currently I work to implement robotic (Controls, Machine learning, Kinematics, and Computer vision) software and hardware changes onto a 6 dof, precision, robotic reticle stage. This involves writing software in matlab, python and C++ for a 6 dof robotic reticle stage to simulate the new feature. I then implement the function onto a fleet of stages within a cross sectoral team.

- > Designed, developed, and tested a software algorithm in matlab to optimize pretension values for pull only actuators and to optimize controller parameters using a MIL (machine in the loop) approach. The algorithm was then implemented in C++ to function on a 6 dof robotic reticle stage.
- > Refactored a code base designed to simulate the dynamics of a 6 dof robotic reticle stage. Transfered this code base into a modern version control system (git) to aid software collaboration along with adding a new feature to said code base.
- > Created a motion planning application in python that utilized multithreading to position the 6 dof reticle stage into several desired positions.
- > Lead the development of two new mechatronic tools that will enable automatic testing of electronics, hardware, and control methodologies of a 6 dof robotic reticle stage.
- > Designed, developed, and tested a software algorithm in python to keep motor coils warm while preventing movement of the robot in order to minimize thermal stresses due to bonding layers undergoing a phase transition as the motor coils cooled under no load. The algorithm was then implemented in C++ to function on a 6 dof robotic reticle stage.

robotics | Controls | Data Analysis | Simulation | Matlab | Python | C++ | Linear Algebra | Statistics | Agile

# Dec 2021 May 2021

GRASP Lab | Graduate Student Researcher (Robotics), UNIVERSITY OF PENNSYLVANIA, Pennsylvania

I used a phase change material coupled with a heated insert to create a latching mechanism to add directionality to an origami robot. I then designed and implemented a controller in C++ that ran on a micro controller in real time to control the mechanism.

- > Designed and optimized a nonlinear controller using Matlab and Python
- > Created a simulation and optimization of a mechanical Design of the latch insert using Python.
- > Wrote a controller in C++ to control the latching mechanism.
- > See DOI:10.1109/ICRA40945.2020.9196534 for more information on the robot.

C++ Python Controls Rapid Prototyping Git Docker Data Analysis Robotics

# May 2020

# Fluid dynamic research | Student Researcher, HAVERFORD COLLEGE AND UNIVERSITY OF PENNSYLVANIA, Pennsylvania

#### December 2018

I worked in collaboration with University of Pennsylvania and Haverford College to investigate the way Non-Newtonian effects impacted lubrication forces within a fluid.

> Analyzed and tracked mechanics of a sphere moving through a fluid using OpenCV

Matlab | OpenCV | Python | Solid Works | Java | Computational Physics | Computer Vision | Rapid Prototyping

## May 2019 December 2016

#### Digital Scholarship | Website designer, HAVERFORD COLLEGE, Pennsylvania

I worked on https://archivogam.haverford.edu/en/, a website designed to connect persons illegally detained and forcibly disappeared in Guatemala during the Civil War with friends and relatives.

- > Wrote the front and back end of Home and Images Section of Archivo Gam
- > Implemented a panning zoom feature and a person search feature

Python Linux Django git command line



### December 2021

# University of Pennsylvania | Mechatronics and Robotic Systems, (MASTERS OF SCIENCE IN ENGINEERING), Philly, PA

January 2020

> Mechatronic and Robotics engineering master's student.

Robotics | Mechatronics | Controls | Machine Learning | Computer vision | Electrical design | Sensors

## December 2020 August 2016

#### Haverford College Physics, B.S, Haverford, PA

> Fluid dynamic research; Thesis: Touch Down of a Sphere in Viscoelastic Media

Physics | Math | Dynamics | Mechanics | Computational Physics | Coding | Problem Solving | Expirementation