

Samuel Zheng

szheng1030@gmail.com | +1 416-837-0924 | [szheng1030.github.io](https://github.com/szheng1030)

Experience

FPGA IP Software Engineer, Intel – Toronto, ON May 2021 – Sept 2022 (Intern), June 2023 – Present

- Implemented DRAM margining tools and algorithms for customer and internal use across multiple memory protocols and FPGA families
- Developed new and debugged existing simulation and hardware IPs, as well as internal scripts development scripts to optimize hardware testing workflows and assist field engineering debug efforts
- Proactively managed simulation and hardware regression testing, including the development of hardware regressions during new silicon power-on; analyzed and debugged any failures to maintain regression health
- Part of the hardware lab management team, including the bring-up of prototype silicon and associated development hardware
- Led cross-functional meetings with field engineering to improve user experience of hardware tools
- Improved UI design on customer-facing and internal tools with a focus on accessibility
- Oversaw the work of intern, handling mentorship and code reviews
- Collaborated with teams in a remote setting and over timezone differences

Projects

Deep Learning for Cardiac MRI Image Segmentation github.com/iWebster28/cardiac-mri-segmentation

- Researched the prospect of image segmentation on cardiac MRI images of orientations lacking in published research, from the labelling of raw MRI data to implementing deep learning models
- Achieved an average 5% increase in segmentation accuracy compared to standard segmentation methods

Motion-Controlled Game on FPGA github.com/NicholasTran/G8_SwishSwooshSwordSimulator

- Collaborated in a team of 4 to create a motion-controlled game on a Xilinx FPGA board
- Developed a custom audio IP that implemented pulse wave modulation in Verilog

Pac-Man Robot AI github.com/calvinkma/UTRAPacbotController

- Implemented and optimized a custom A* pathfinding algorithm for a Pac-Man robot to autonomously navigate through a physical Pac-Man arena while completing standard game objectives

PCB Component Modelling for Heron MK.II Cube Satellite github.com/utat-ss/HERON-pcbs

- 3D Modelled custom PCB components to validate physical clearance within the CubeSat

Miscellaneous Unity Game Projects lostdirectory.itch.io

- Developed several arcade-style Unity games in genres such as platforming, puzzle, and shooter

Educational Game Videos youtube.com/@oneminxiv

- Produced short videos for players of a game community, including motion graphics design and video editing

Skills

Languages: C, C++, C#, Verilog, Python, TCL, Perl

Other: Git, Perforce, Bash, Linux, Unity, Fusion 360, Altium Designer

Spoken Languages: English/Chinese Bilingual

Education

University of Toronto – BASc in Computer Engineering

May 2023

- GPA: 3.94, High Honours