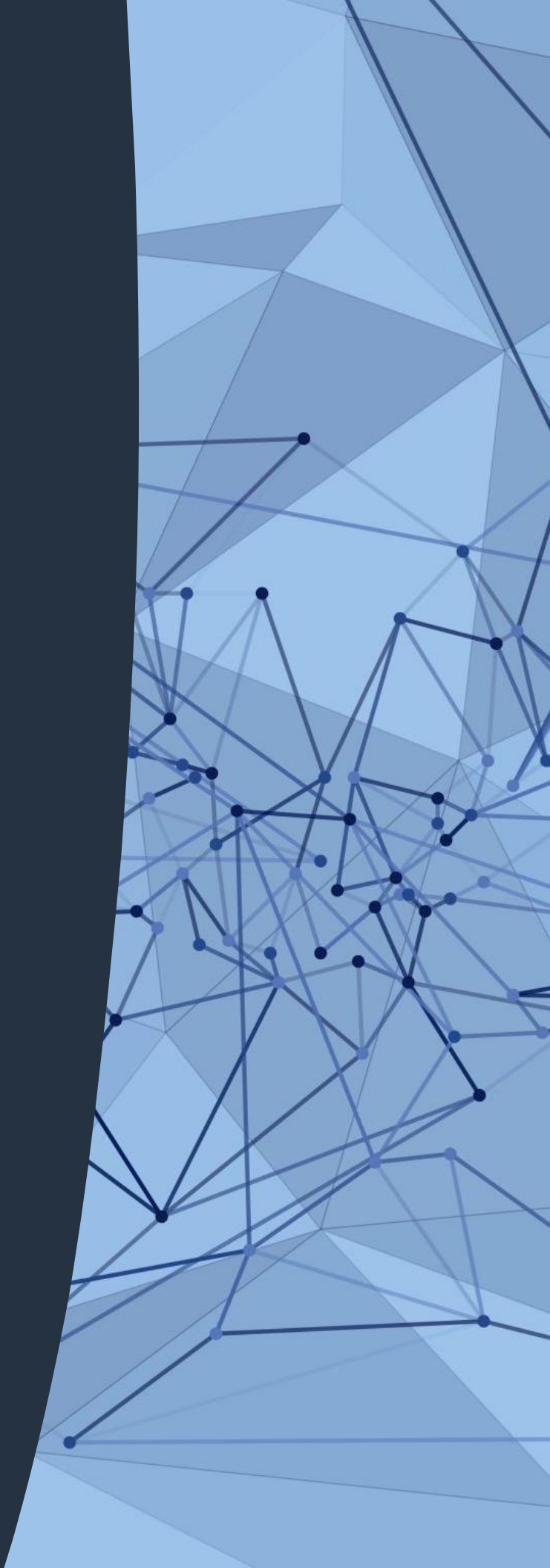
TED YEE

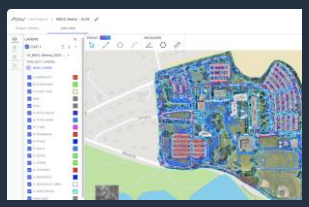
Mechanical Engineering Portfolio

October 2023



Airworks Inc.

Jan-June 2023 COOP/Intern
July-Present Part-Time
Boston, MA, USA

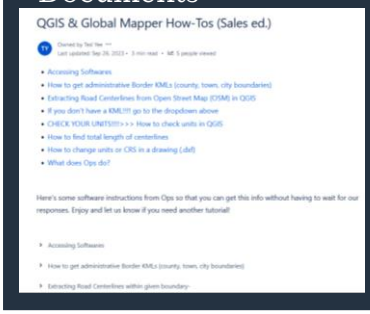


The Airworks Client Portal

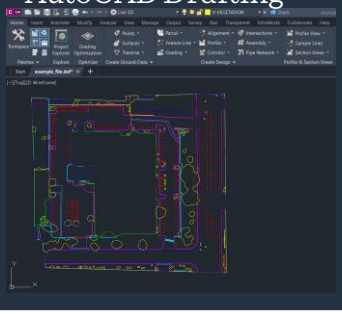
Airworks is a geospatial intelligence company building an AI to extract linework and other AEC, telecom, GIS, statistics, and survey needs by automating aerial imagery drafting (an alternative to walkout surveys). We also work with LIDAR pointclouds, GIS dashboards and calculations, and utilities data to provide comprehensive geospatial deliverables.

Regular Duties

Updating Standards and Internal Documents

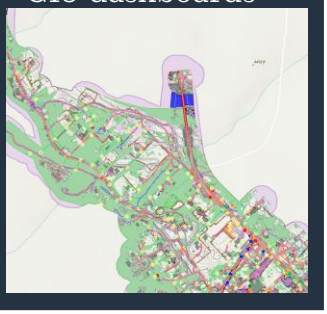


AutoCAD Drafting



Drafted files used for AI computer-vision training via data mask generation

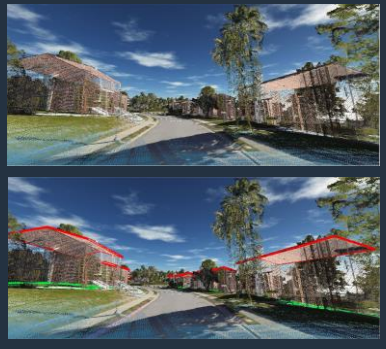
Deliverables as drawing files or GIS dashboards



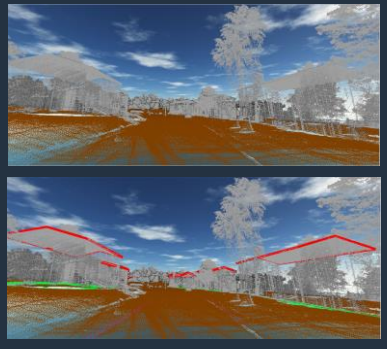
Projects begin with clients providing or requesting aerial (drone, satellite, plane) data for any area they want to work on

Using client-provided data, we extract between a dozen and 50 features

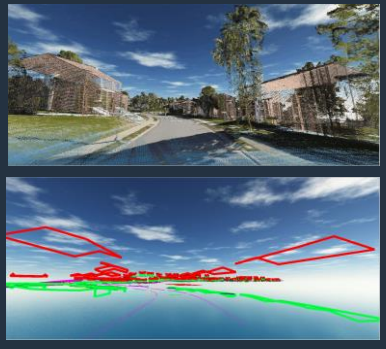
Deliverables used for permitting, planning, as-built reviews, impervious-surface (water runoff) calculations, etc.



Worked in pointclouds (usually lidar) for 3D-vector deliverables



Point classification is a key process, esp. for topography generation



3D-Vector Deliverable

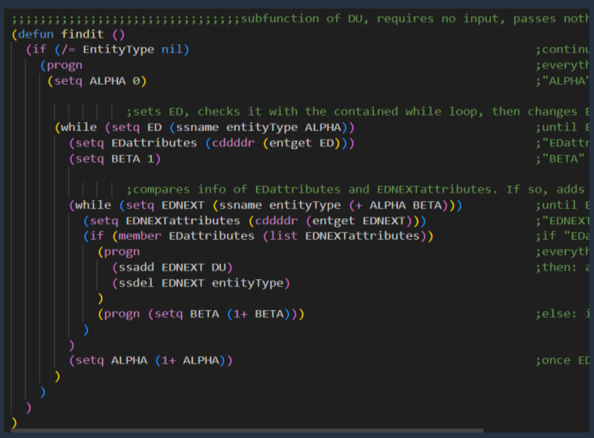
Airworks Inc.

Jan-June 2023 COOP/Intern
July-Present Part-Time
Boston, MA, USA

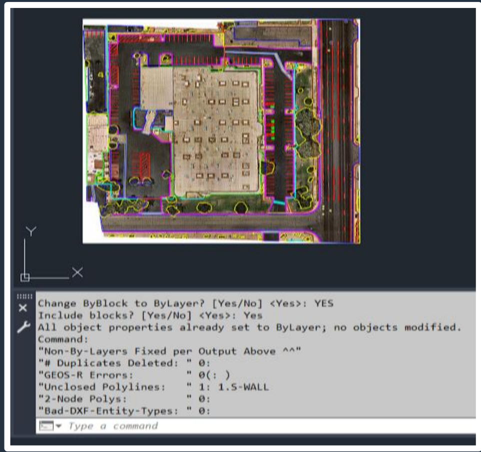
Independent Explorations

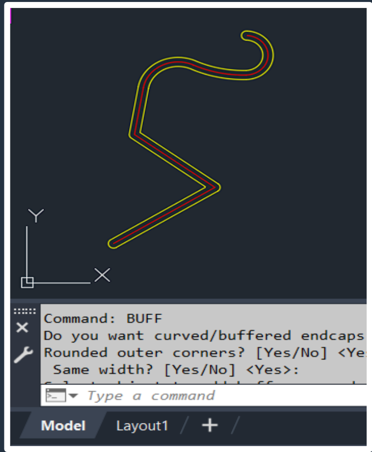
Self-Taught AutoLISP Coding Language

The left command checks file for 7 issues that interfere with data mask generation and AI training; the right generates buffered areas around polylines. Both use the AutoCAD command line as a fast GUI for stats and options



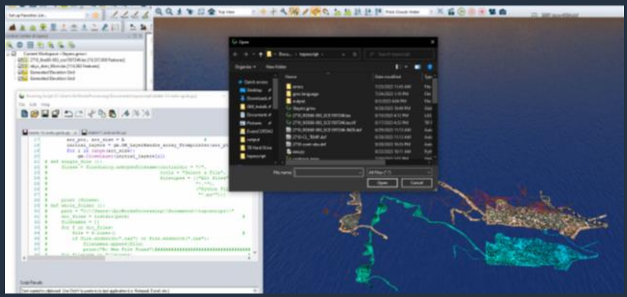
Automated drafting and review process by inventing new user commands for AutoCAD





Topography Generation Automation Scripts

Topography Generation is a very repeatable , but labor-intensive 3D pointcloud process that bottlenecked my team's work. I took initiative and taught myself the necessary Python library and software API to automate it. At right is a dev version of a GUI while generating mid-process 3D surfaces. I started to get learn git version control for this automation to coordinate other members' input.



Initial pointcloud

Points classified into ground and nonground

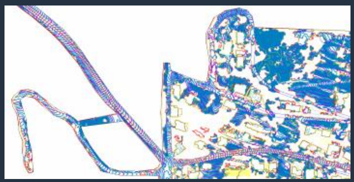
Remove nonground points

Ground points exclude trees, buildings, cars, etc

Generate topography (topo) contours

When viewing ground points only, there are lots of holes

Mark obstructed areas for map liability



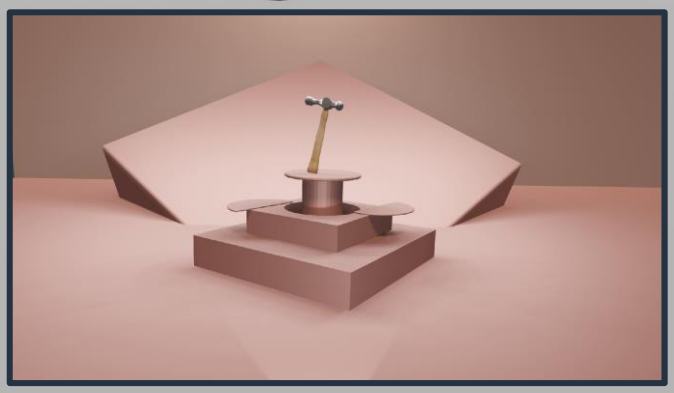
Combine obstruction markings with topo lines

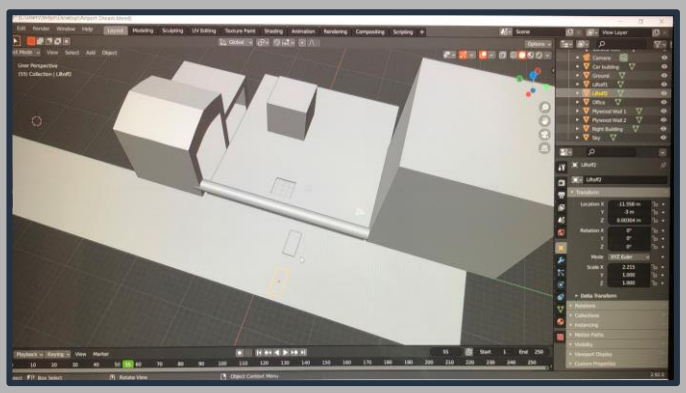
Convert file to client companys drafting standards

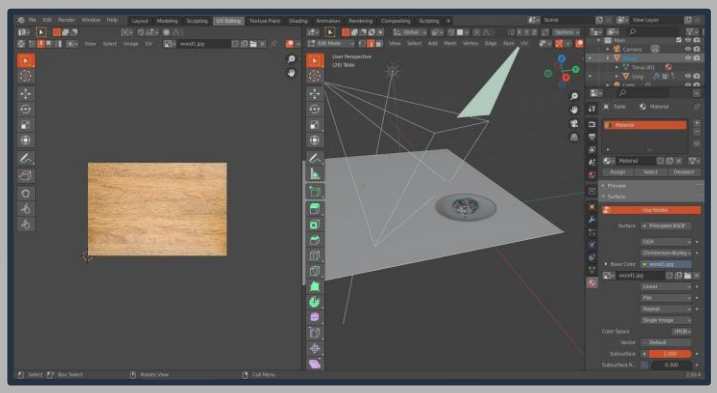
Blender Animation & Rendering

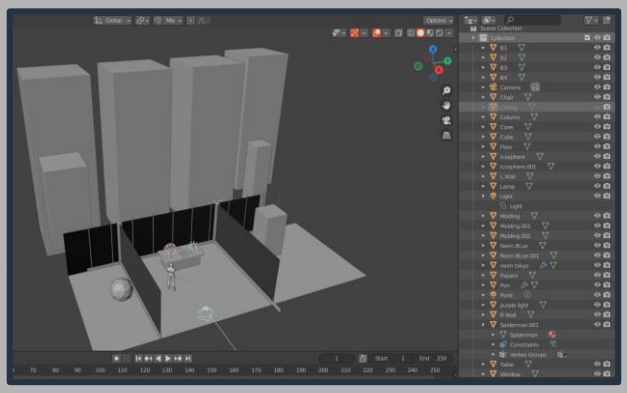
Personal Interest Projects
2021-Present

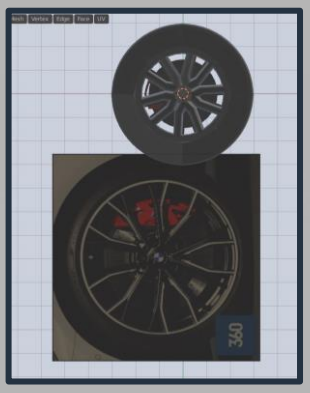
Blender is a mesh modeling, rigging, and rendering animation software that I enjoy working in for its realism and unique modeling type that uses very xyz-oriented operations method of augmenting simple 3D shapes rather than additive drawing. Its very easy to make quick environment and object models and adjust the visual graphics to suit a certain style.





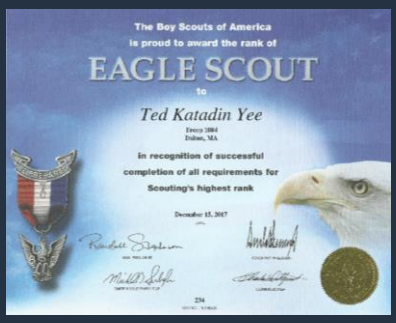






Footbridge Construction

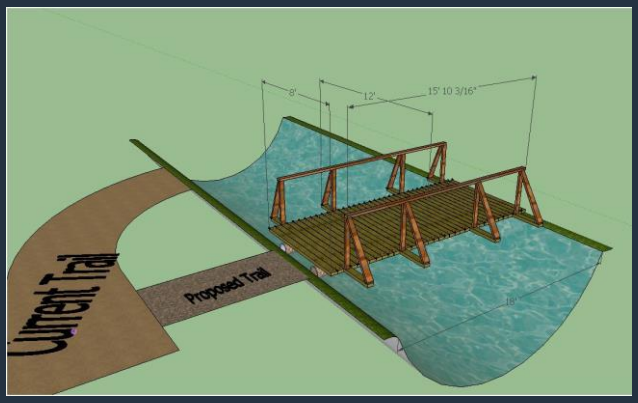
Eagle Scout Project
2017



I achieved the highest rank of American Boy Scouts, Eagle Scout, 3 years younger than majority of the 4% who do. For my final service project, I built a 5.5m bridge at my high school for the running and Nordic skiing teams to use. I organized about 150 volunteer hours, with help from a nearby construction company, my Boy Scout troop, and the high school sports teams to finish the bridge and trail cleanup over the course of a few weeks. The actual design of the bridge was relatively simple but with input on the teams' needs and advice from volunteer construction crews and carpenters, I planned and designed the bridge with railings to support a snowmobile and to be wide enough to accommodate the number of users.

Before

After



SketchUp Rendering

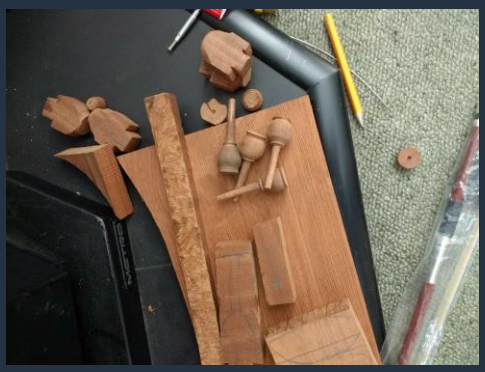
Finished Bridge

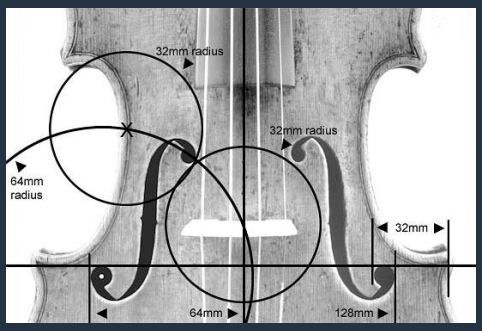
Laying beams and gravel and removing obstructions

Violin Woodworking Project

Personal Interest
2018-2019

Luthiery (stringed-instrument construction and repair) is the pinnacle of fine mechanical woodworking. I used hand planes, chisels, and files to make the 30 pieces, with details smaller than a mm. Then, assembly and finishing was a complex process requiring water-soluble, boiled hide-glue, steam bending, varnishing and tuning. I completed the whole project without instruction or help and very little reference material, and the finished violin is playable, if a bit unique.





University Projects

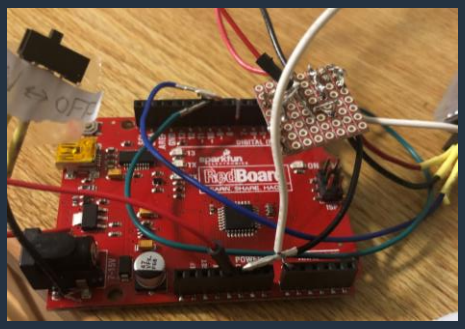
Northeastern Classwork

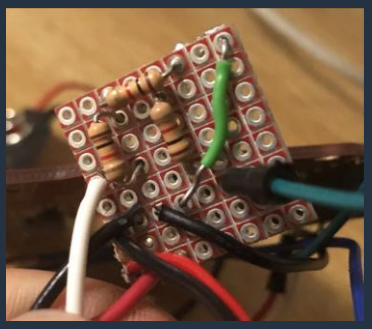
Biomedical Device Design

For Cornerstone of Engineering Class
Fall 2021

The Myowearable sleeve is a wearable medical tech designed to alert users with injured muscles to before they injure themselves again. An electromyography (EMG) sensor sends data about electrical stimulation in the muscle to a computer via Bluetooth for analysis. A desktop application and GUI provide warning buzzers and notices, as well as four graphs (some real-time) that summarize the user's movement and give insight into their state and trend of fatigue.

Our project was published in the American society of engineering Education conference paper in 2022 https://peer.asee.org/the-myowearable-sleeve-a-surface-electromyography-injury-prevention-device





Over the semester, I led the electronics design and construction, Bluetooth controls (Arduino using the Hayes AT Command Set, typically for telephone modems) and decrypting raw Bluetooth signal (MATLAB, switched to Python) and made the animated demonstration.