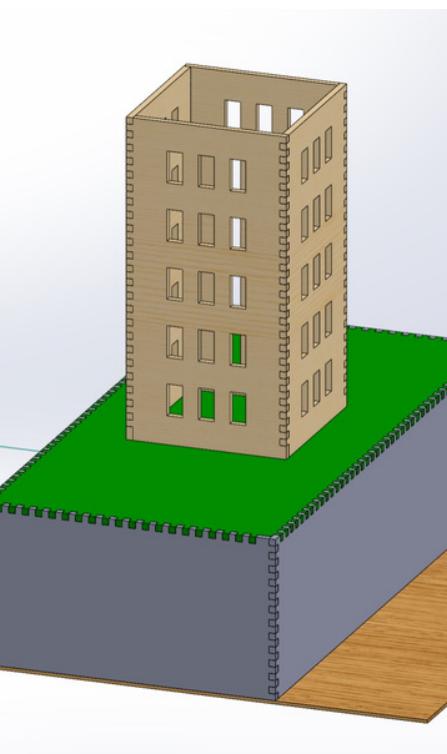


Contents

Experience Level: the more stars, the more experience recommended

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Connect With Us



Office: EER 0.822C



Website: ras.ece.utexas.edu



MS Teams: tinyurl.com/RASTeams



@ut_ieee_ras



ras.ece.utexas.edu/calendar.html



Discord: <https://discord.gg/KDzBwFn>



github.com/ut-ras



facebook.com/groups/ut.ieee.ras/

Link for Linktr.ee



Whether you're after something casual or technical, RAS is the place for you. Our projects are all do-able and we welcome students from any background!





Join RAS!

**Sign Up at a General
Meeting
or at EER 0.822**

Dues: \$15 semesterly

ALL MAJORS
ARE
WELCOME!

Outreach



- FLL Build Day-
- Gone to Engineering-
- Introduce a Girl to Engineering Day-



Social Events

- Video game nights-
- Arcade nights-
- Movie nights-
- and more!





Robotathon

Robotathon is the annual introductory robotics competition, that teaches the basics of robotics to those new (or used) to the field.

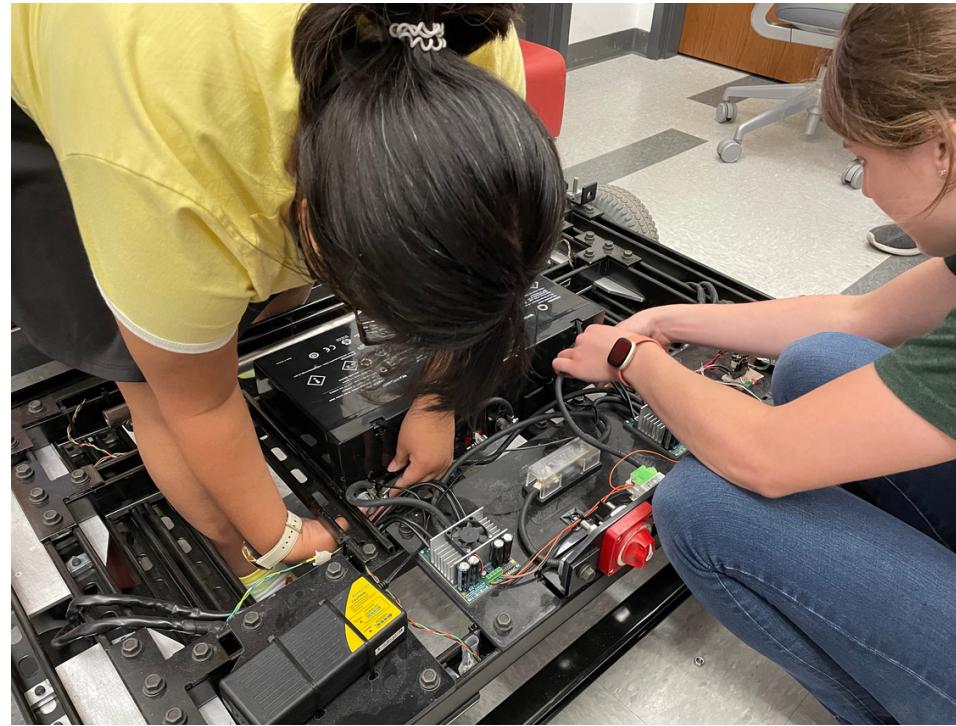
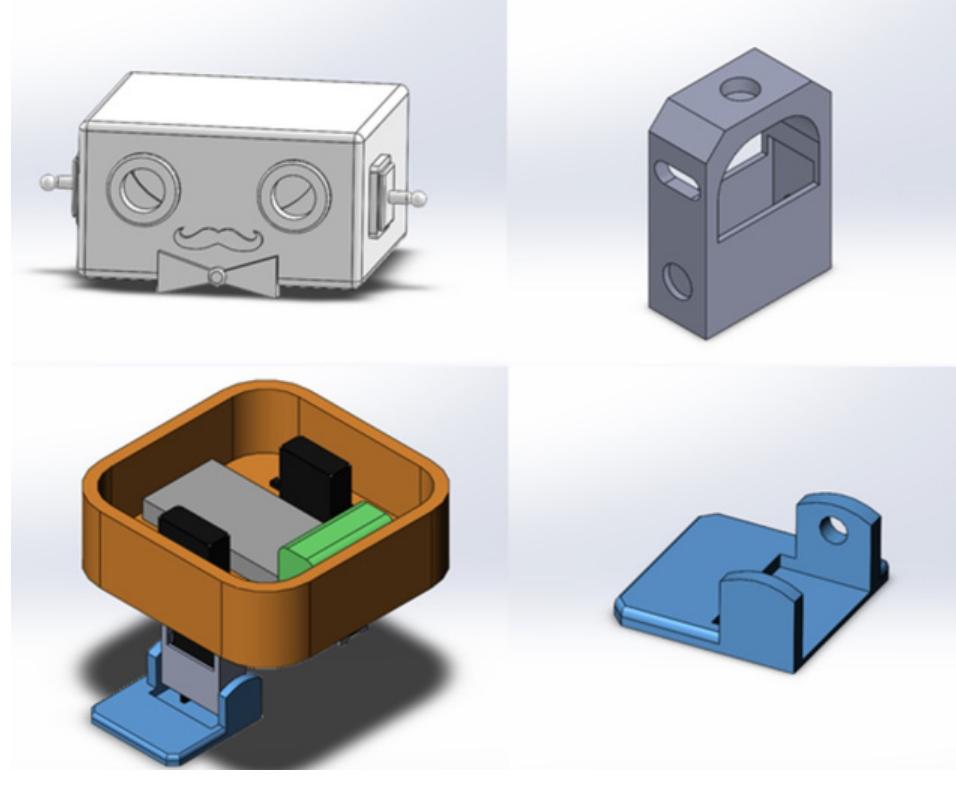
Join the steering committee to design and prototype the field and competition for the upcoming year!



Demobots

Demobots is one of RAS's non-competitive committees, where RAS members can get involved in a variety of student-led robotics projects. This semester we will be working on the Dancebot, Couchbot, Catchbot, and a Claw Machine (lovingly called Talons of Aquisition).

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STAMPEDE

ROBOMASTERUT

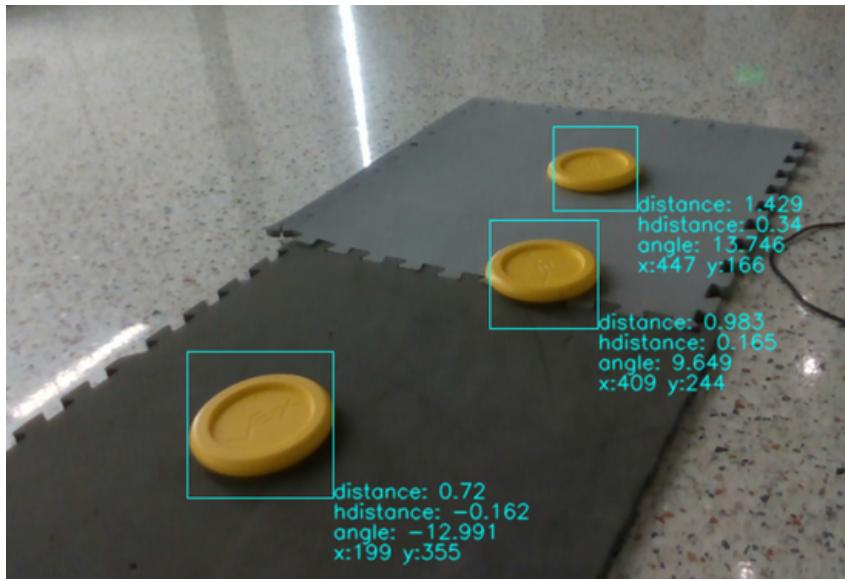
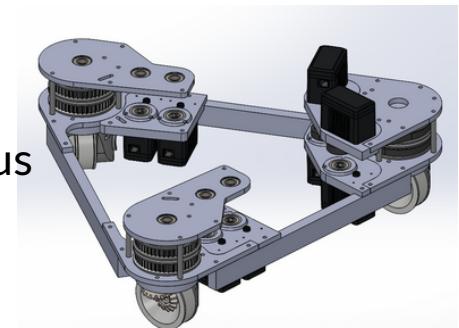


RoboMasters

RoboMaster is an intercollegiate robot competition that recently expanded into the North American region. Students build and program three robots with auto-aiming software to participate in this video game inspired competition. In collaboration with coalition partners, our team recently played and scored fourth in 3v3s at Robomaster University League North America hosted at Texas A&M.

Vex U

VEX U is a subdivision of the VEX Robotics competition, which boasts more than 20,000 teams from 50 countries playing in more than 1,700 competitions annually. This year we are developing two robots to compete in a frisbee golf variant against other universities' teams. Students have the opportunity to engage with the full lifecycle of robot design, starting with an initial idea, iterating on their mechanical, electrical, and software designs over the course of the season, and culminating in a completed robot that competes in both autonomous and teleoperated challenges.

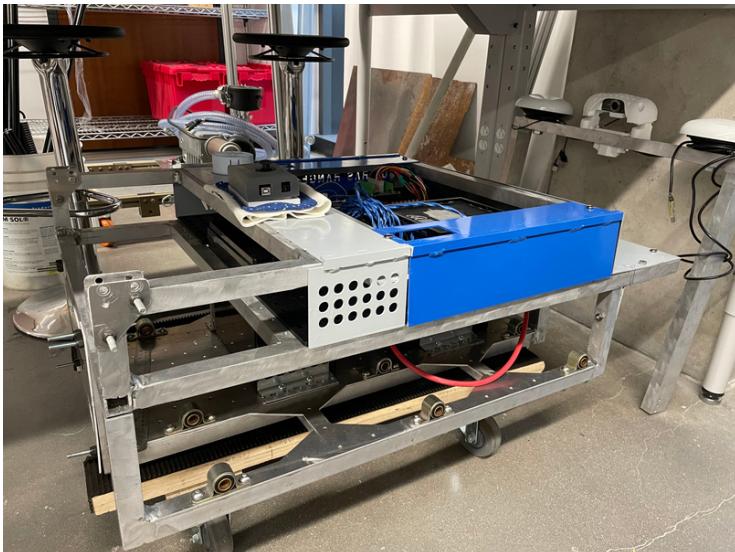


IGVC

IGVC is an annual competition where teams design and build an autonomous ground vehicle capable of completing several difficult challenges.

We are looking for:

1. EEs interested in learning how to make hardware designs
2. MEs to train in CAD suites for future upgrades and machining experience
3. CS/EE majors who want to learn ROS Python to program our navigation algorithms involving sensor fusion





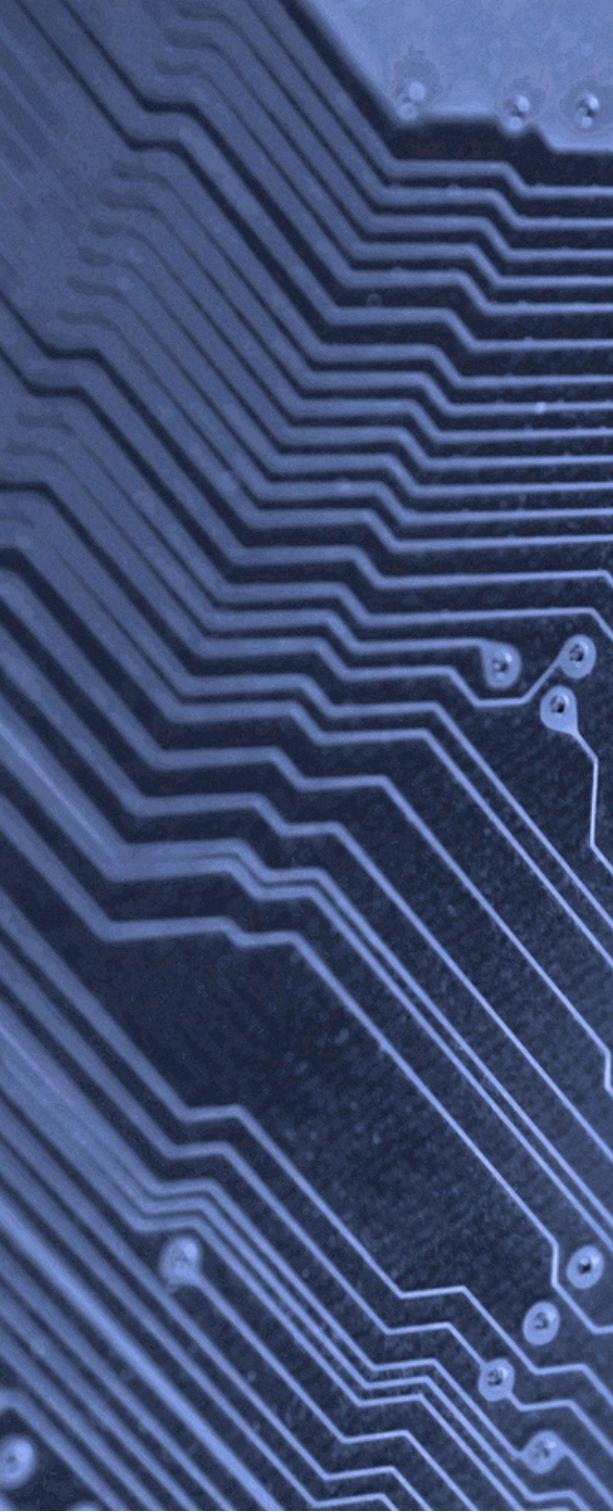
CORPORATE AND FUNDRAISING COMMITTEE

RECRUITING REPRESENTATIVES

CONTACT:

Wenyu Zhu for Corporate
Devan Romero for Fundraising

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LEADERS BULLETIN

President

Wendy Rodriguez Ovalle

Vice President

Yuqi Pan

Treasurer

Faith Leake

Secretary

Eddie Liao

Director of Corporate Relations

Wenyu Zhu

Outreach Coordinator

Purva Kantawala

Special Events Coordinator

Reiko Corteza

Fundraising Coordinator

Devan Romero

Historian

Paul Han

Webmaster

Dario Jimmenez

Robotathon Head

Rosanna Rincon

Demobots Head

Caitlin Montgomery

Robomasters Head

Yuqi Pan

Vex U Head

Maxx Wilson

IGVC Head

Peter Mathews

Faculty Advisor

Jonathan Valvano