Vincent Kwok

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SUMMARY OF QUALIFICATIONS

- Electrical and Computer Engineering student with an interest in Embedded systems, Integrated Systems, and Computer Vision
- Proficient in technical skills including: Python, HDL, Verilog, Java, Quartus Prime, Modelsim, Pspice, etc
- Experienced with effective leadership, communication, and communication skills, demonstrated through course work and extracurricular positions
- Passionate, detail-oriented problem solver with strong collaborative and communication skills

EDUCATION

UNIVERSITY OF WASHINGTON
Seattle, WA

Bachelor of Science in Electrical and Computer Engineering (in progress)   *Jun 2024*
- Cumulative GPA: 3.6, Dean's List (2020, 2021, 2022, 2023)
- Relevant coursework (through Fall 2022): Circuit theory, Devices and Circuits, Digital and Analog Signal processing, Digital Circuits and Systems, Computer Hardware Skills
- Unite UW group facilitator and Student Association Member, Hong Kong Student Association Member

RELEVANT EXPERIENCE

UW INFORMATION PROCESSING LAB
Seattle, WA

Research Assistant   *May 2022 – Present*
- Create labelled datasets for the Camera-Radar dataset to be used by researchers for Monocular 3d object detection. Using datasets for projects including autonomous car driving, surveying wildlife populations for indicators of climate change, and object tracking competition
- Modify and tag over 4500 frames of objects using bounding boxes.
- Experience with computer vision toolbox MMdetection, using Faster R-CNN to identify traffic related objects in images with computer vision
- Present regularly at progress report meetings for feedback

ACE MENTORSHIP PROGRAM
Seattle, WA

Mentee in Engineering and Architecture   *Feb 2020 – May 2020*
- Collaborated with engineering, construction, and architecture professionals to develop ideas regarding future plans to improve the quality of Seattle's waterfront and Pike Place region
- Constructed downscaled models of potential architectural/engineering designs proposed by construction companies using Autodesk and physical prototyping
- Provide design and project management input to professionals over various civil engineering related applications

ADDITIONAL EXPERIENCE/PROJECTS

DIGITAL CIRCUIT AND SYSTEM PROJECTS
Seattle, WA

Sept 2022 – Nov 2022
- 2 player tug of war game where players compete to press a button fastest to win, with a feature where a player can compete against a automated player with variable difficulty level
- An animated LED display that would show a visualisation of the directional input by a user

MUSEUM OF FLIGHT POPSICLE BRIDGE CONTEST
Seattle, WA

Competitor   *May 2020*
- Organised a team, planned, designed, and scheduled the constructions to compete in a popsicle stick bridge building competition
- Researched bridge design and structural rationale behind competitive truss designs
- Final build weighing 350 grams and carrying 68 kilograms before collapse