Zhanpeng "ZP" Yang

2101 Cumberland Ave 5104 West Lafayette, IN 47906 Telephone Number: (765) 409-5411

Email Address: yang1272@purdue.edu



OBJECTIVE:

Passionate about aviation and aerospace technology and computer science. Currently looking for internships related to aeronautical, mechanical or software engineering over the summer.

EDUCATION:

Purdue University West Lafayette, IN; 2016 – present

B.S in Aerospace and Astronautical Engineering. Expected to graduate in 2020

Minor in Computer Science. Current GPA: 3.85/4.00.

Dean's List on 2017 and 2018.

ENGINEERING EXPERIENCE:

Purdue Lunabotics Team - Wheels Design Team Member

Fall 2016

- Designed new wheels in Adobe Inventor for the lunar excavation robot that prevent it from slipping in the regolith and accumulating foreign particles in the wheels.
- Designed testing rigs for the new wheels to prove our concept and conserve our budget.

Purdue AIAA Ornithopter Team

Fall 2017

- Researched and designed high end hobby ornithopter UAV in NX and conducted FEA to analyze structural stress loading to achieve optimal weight.
- Research and develop twisted string actuator for the ornithopter using 3D printing and Arduino.

PurdueVTOL - Propulsion Team

Spring 2018

- Calculated and sized propulsion system for a vertical takeoff and landing(VTOL) bicopter that we
 are currently developing.
- Lead a group to model the rotor cyclic of the dual ducted fans propulsion system in SolidWorks.
- Drafted propulsion technical report and assessed the weakness of our vehicle.

PROJECTS:

Personal Website: Developed a responsive personal website using jQuery library and Bootstrap

framework. https://zp-yang.github.io/personal_web/

Android Game: Developed a Black Box game in Android Studio that lets user to guess location of balls from the laser they fired.

SKILLS:

CAD Package: Autodesk Inventor, CATIA V5, SolidW orks, NX.

Programming Language: C, Java, JavaScript/HTML/CSS, MATLAB.

Language: Native Chinese, Fluent English, Basic Japanese.

INTERESTS: Snowboarding, Sculpting in ZBrush and with clay, model kit building, and video games.