WORK EXPERIENCE



TOMORROW LAB, NY

Electrical Design Engineer

Jun 2021 - Now

- Capture Schematics, design PCB Layouts, bring up prototypes, develop dedicated firmware, test and conduct power studies, in a lab-style environment.
- As a part of a multidisciplinary team of engineers and designers, develop first-of-its-kind products from prototype to market-ready, for clients like Nerf, IMAX, and Citizen. Worked closely with Citizen's software engineering team for Bluetooth Low Energy app integration.
- Manage eBOM research, test, source, and procure components (standard or custom). Worked with PCBA vendors to get turnkey PCBs fabricated.
- DFM Optimize PCB layout design, component selection, and incorporate self-test features, for streamlining assembly process, cost reduction, and lowering risk of manufacturing defects.
- Hands-on experience interfacing electrical systems with 3D printed/machined/manufactured mechanisms and housings and conducting their electromechanical performance analysis.
- Trained and supervised electrical engineering intern for 4 months.
- Co-host of "Potentially Genius", an educational YouTube series, partnering
 DigiKey, and collaborating with guests from Analog Devices, Adafruit,
 Sparkfun, and Hackday, where we rapidly prototyped whimsical inventions
 on camera.



NEW YORK UNIVERSITY, NY

Graduate Assistant (OK Robot Reboot) | Jan - May 2021

 Assisted Prof. Pedro Oliveira with an undergraduate course on human-Al interaction. Taught and prepared materials related to Raspberry Pi, OpenMV, IBM Watson, SSML, Python, Node.js.



SCMP, HONG KONG

Salesforce Developer

Oct 2018 - Aug 2019

Retired legacy sales system with SalesCloud, using Apex, SOQL, Javascript.

AWARDS AND ACHIEVEMENTS



MIT ENTREPRENEURSHIP & MAKER SKILLS INTEGRATOR

Champion, Engineer, Design Lead

Jan - Feb 2018

 Competed against 4 other teams of entrepreneurs to win "Best Product & Business Idea". Demoed prototype and presented GTM strategy to VC judges.



DISNEY IMAGINATION DESIGN COMPETITION

Finalist, Team Leader

Oct - Nov 2016

• Designed a "public recreation space" based on Disney design principles and IP

EDUCATION

NEW YORK UNIVERSITY

Sep 2019 - May 2021 MPS, Interactive Telecommunications (ITP) 4.0 GPA, Tisch Scholarship, Red Burns Scholarship

CITY UNIVERSITY OF HONG KONG

Sep 2014 - May 2018 BSc, Creative Media (Computing) Valedictorian, Dean's List

SKILLS

ELECTRICAL ENGINEERING

Schematic Capturing & Layout Design (Eagle/Fusion 360)
STM32, BLE(Nordic nRF52), Maxim AI, C/C++
PCB manual assembly, soldering (down to 0201)
Bench power supply, DMM, oscilloscope, microscope, CNC
UART, I2C, SPI, FTDI, ICSP
IoT System Design
Low power circuit design & budgeting
Data processing and Algorithm design

HARDWARE PROTOTYPING

Fusion 360, FDM & SLA 3D Printing, Machine Shop tools

SOFTWARE DEV

ML model training (Pytorch), Linux, Git, MERN Stack, SQL

SOFTWARE DESIGN

UX Design (Figma), Adobe CC

SELECTED PROJECTS

Ongoing client project

2023

Edge Artificial Intelligence (LLM, etc) on NPU enabled ARM SoC.

Rockchip RK3588, RKNN, LlaMa, Ubuntu

Salt Stone (client project @ Tomorrow Lab) 2022

Patented battery-powered microscopic salt grinder/dispenser for salt therapy at home STM32, Eagle PCB, Firmware/UX, LED & Motor Control, DC/DC Converter, LDO myfriendthesea.com

The Mint (client project @ Tomorrow Lab) 2022

Hair styling wand with motorized and heated hair product dispensing for textured hair Geared Motor, NTC, Metal Ceramic Heater, PID Control richualist.com

Unpublished project @ Tomorrow Lab 2023

Low Power Usage tracking IoT device nRF52, Rigid Loadcell, Soft Strain Gauge, MEMS microphone, Eagle PCB, Firmware/UX