Brian Zheng

+1 (437)-430-1668 | ≥ b69zheng@uwaterloo.ca | in LinkedIn | ♀ Github | ≥ Portfolio

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS

Libraries: GStreamer, PyTorch, TensorRT, OpenCV, OpenGL, CUDA, WebRTC

Developer Tools: ROS2, Docker, CVAT, AWS ec2, Foxglove, Git, SOLIDWORKS, Linux/Ubuntu

EXPERIENCE

enVgo - Autonomy Software Developer

Sept 2025 – Present

Waterloo, ON

- Optimized and increased accuracy of a Bilateral Segmentation Model by 18%, and improved inference speeds using TensorRT and CUDA on jetson architectures
- Created model-agnostic scripts in dockerized containers to evaluate metrics of segmentation models by computing mIOU and fl scores
- Developed real-time **birdseye** view through **homography transformations** using **GStreamer/OpenGL** to stitch 4 fisheye camera feeds, and GLSL shaders with per-camera undistortion maps
- Implemented Structure-from-Motion **SFM** model using synchronized camera feeds to estimate vessel pose and reconstruct the 3D dock environment, allowing localization and motion planning for autonomous docking
- Developing high-speed obstacle avoidance system using radar-camera sensor fusion, UKF's for multi-target tracking, and MPC for real-time path planning.

WATonomous - Director of Eve Autonomy and Perception Software

Jan 2025 – Present

University of Waterloo

- Leading a team of 40+ members in the research and development of an autonomous Kia EV, incorporating AI/machine learning, sensor fusion, and complex path planning algorithms
- Developed a multi-modal 3D object detection and tracking pipeline by fusing LiDAR and camera data, RANSAC Model Floor Segmentation, and class-parameterized DBSCAN clustering of batched YOLOv8 detections
- $\bullet \ \ \text{Developing } \textbf{ROS2} \ \text{wrappers for LiDAR ground segmentation and CV multi-object tracking algorithms like } \textbf{ByteTrack}$
- Enhanced object detection pipeline performance by optimizing the YOLOv8 Model using TensorRT and using CUDA GPU acceleration, maximizing hardware resources and inference speeds
- Implemented ROS2 Drivers and launch files for LiDAR and Cameras and calibrated camera intrinsics
- Implemented a hybrid A* and BFS search algorithm for local path planning and a Pure Pursuit and PID controller for path tracking

Projects

End-to-End Autonomous Drone | C++, Python, ROS2, TensorFlow, AirSim, ArduPilot, PX4, YOLOv4 Jan 2025 - Present

- $\bullet\,$ Designed and implemented an autonomous drone delivery system around campus
- Developed custom object detection models using YOLOv4-tiny and integrated them into a real-time drone control pipeline via ROS2 and MAVSDK.
- Simulated and deployed flight missions in **AirSim** and **PX4** environments, with end-to-end autonomy from navigation to payload release with onboard AI inference.

6-DOF CV Robotic Arm | C++, Python, MediaPipe OpenCV, SOLIDWORKS

May 2024 - Dec 2024

- Implemented MediaPipe and OpenCV's HSV color thresholding to detect and track gestures, extracting positions using image moments to determine movement
- Designed arm using **SOLIDWORKS**, implementing **PID** control, and **Inverse Kinematic** logic to control the arm and gripper

Expression-Detector — GStreamer, OpenGL, MediaPipe, Pytorch

Aug 2025 – Present

- Built a real-time, personalized facial expression recognition system, using MediaPipe Face Mesh for landmarks and a lightweight GRU classifier over short frame sequences
- Trained a compact **PyTorch GRU** (hidden-64, last-timestep logits) with class weighting, label smoothing, gradient clipping, early stopping, and validation **macro-F1** reporting + confusion matrix
- Built a real-time inference pipeline: webcam → landmarks → standardized features → GRU → optional EMA smoothing + confidence thresholding, achieving 30+ FPS

EDUCATION AND CERTIFICATIONS

University of Waterloo

Waterloo, ON

Bachelor of Applied Science, BASc, Mechatronics, Robotics, and Automation Engineering

Aug 2024 - May 2029

Certified SOLIDWORKS Associate (CSWA)

Waterloo, ON Issued Jan 2025