Michael Jae-Yoon Chung

💌 mikejaeyoon@gmail.com | 🛅 michaeljaeyoonchung | 🖓 mjyc | 🌐 mjyc.github.io | 🎙 Seattle

SUMMARY

I'm a robotics software generalist. I work between robotics, DevOps, web dev, and product to find and address high-impact problems, vertically. That said, I'm currently interested in robotics/XR/IoT framework/integration, sim, and dev tooling.

EXPERIENCE

Senior Robotics Engineer

Intrinsic/Vicarious (Vicarious was acquired by Intrinsic in May, 2022)

- Worked on an intelligent robotics platform, e.g., (1) IDE-based developer tools and (2) simulation-based testing tools.
- · Led the effort to adopt service-oriented architecture on deployed robot applications and then collaborated to deliver human-machine interface integration, containerization, and application management command-line tools.
- Collaborated with Grasping, Motion Planning and Control teams to design, plan, and adopt service-oriented architecture on deployed components to improve application initialization/execution speed, robustness, and isolation.
- Designed and prototyped Hardware-in-the-Loop-like simulation for testing robot fleet-level applications.

Robotics Applications Engineer

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- Contributed to developing and maintaining on-board and desktop application backends (e.g., a single and multi-robot behavior management system) and support infrastructure (e.g., configuration and notification management systems) that were deployed to 50+ mobile robots.
- Deployed a non-roboticist-friendly robot programming system and used it for collaborating with partner companies including an airport management company in Southeast Asia.
- · Explored new mobile robot applications using techniques adopted from product design research, which resulted in beta applications and academic publications.

Research Assistant

University of Washington

- Designed, built, and 3+ evaluated robot programming systems for non-roboticist developers with inspirations drawn from programming languages research and web development communities' work.
- Built and deployed end-to-end mobile robot and robot manipulator applications involving perception, planning and control, and UI components; evaluated the applications by conducting user studies.
- Communicated insights in 20+ publications and 10+ presentations at major robotics conferences.
- Recruited, trained, and mentored 14 undergraduate students and co-authored 5+ academic papers with 7 of them; two students started their own research projects which resulted in academic publications.

EDUCATION

Ph.D. Computer Science & Engineering, University of Washington (2020) Master of Science Computer Science & Engineering, University of Washington (2013) Bachelor of Science Computer Science, University of Washington (2010)

SKILLS

Knolwedge: Robotics Software Architecture/Algorithms/Metrics, Distributed/Simulation Systems, DevOps, Developer Tooling, Data Visualization, Web Development, Project Planning, Requirement Elicitation, User Research/Study

Tools : PL (e.g., Python, C++, Go, JavaScript), Robotics Infra/Arch (e.g., Linux, ROS, ECS), Math (e.g., Eigen, numpy), IPC (e.g., zmg, gRPC, WebSocket), DevOps (e.g., git, Bazel, GitHub Actions, Docker, Kubernetes, Dev Container), DataViz (e.g., Matplotlib, Vega-lite, Foxglove Studio), WebDev (e.g., React, Node.js, ReactiveX) Langauages : English (fluent), Korean (native)

2020 - 2023Seattle, WA (Remote)

> 2016 - 2018San Jose, CA

> > Seattle, WA

2018 - 2020 & 2011 - 2015