

# Reng Zheng

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## EDUCATION

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<b>Massachusetts Institute of Technology</b> <i>Master of Engineering - Computer Systems</i>	Cambridge, MA <i>Expected Jun 2027</i>
<b>Massachusetts Institute of Technology</b> <i>Double Bachelor's of Science - Artificial Intelligence and Decision Making + Philosophy</i> <i>Double Minors: Brain and Cognitive Science + Ancient Medieval Studies</i>	Cambridge, MA <i>Expected Jun 2026</i> <i>GPA: 4.9 / 5.0</i>

*Courses: Digital Systems Lab, Robotics Systems & Sciences, Graduate NLP, Computer Vision, Bayesian Inference, Geometric Computing*

## SKILLS SUMMARY

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- **Languages:** Python, C++, Triton, SystemVerilog, Julia, RISC-V Asm, Java, JavaScript, Matlab, R, SQL
  - **Frameworks:** Numba, PyTorch, Keras, ROS 2, PyBind11, FreeRTOS, Pandas, SciPy, Gurobi, Integer Set Library
  - **Dev Tools:** Docker, Git, GitHub, SQLite, CMake, Shell Script, SSH, cocotb
  - **EE Tools:** Logic Analyzer, Oscilloscope, KiCAD, Altium, LTSpice
  - **Platforms:** Jetson Orin, Unix, Windows, Web, AWS, GCP, Modal, Arduino, STM32, Xilinx

## EXPERIENCE

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<b>MIT Motorsports</b> <i>Perception Lead</i> <i>Software Engineer</i>	Cambridge, MA <i>Jun 2024 - Present</i> <i>Sep 2022 - Jun 2024</i>
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- **Ground-Up Model Training:** Building a 10-hour dataset with 3x BlackFly cameras and an Ouster OS1-128 LiDAR. Training PointPainting on the dataset to produce a model targetting 86% of inferences having IoU=0.5 or better.
- **Built Perception Team:** Built and led a 4-person perception subteam within a 18-member autonomous-vehicle team.
- **Speced Sensor Requirements:** Deduced compute/sensor specs to do inference at 10Hz with 100ms latency.

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<b>MIT Energy-Efficient Multimedia Systems Group</b> <i>Undergraduate Researcher</i> <i>Supervisor: Michael Gilbert</i>	Cambridge, MA <i>Oct 2022 - Present</i> <i>PIs: Joel Emer and Vivienne Sze</i>
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- **Extended NVIDIA Timeloop:** Added 50+ Python bindings enabling a 40+ student-class to use in their capstone.
- **Researched Novel Network Model:** Modeled data distribution in distributed-buffer architectures in ISL.
- **Extending New Analytical Architecture Simulator:** Integrating distributed-buffer model into AccelForge.

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<b>MIT Hardware Architecture for Deep Learning Class</b> <i>Teaching Assistant</i>	Cambridge, MA <i>Dec 2024 - Jun 2025; Dec 2025 - Present</i>
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- **Teaching Duties:** Counseled 40+ students how DL implementations manifest in hardware, resulting in a 7/7 rating.
- **Assisted Final Projects:** Advised 24 project teams with their hardware-software co-optimization design capstone.
- **Revised Labs:** Edited 5 labs for the course to clarify wording, correct content errors, and suggest problem modifications.

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<b>MIT Digital Systems Laboratory Class</b> <i>Laboratory Assistant</i>	Cambridge, MA <i>Sep 2025 - Dec 2025</i>
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- **Debugged Student Issues:** Reviewed SystemVerilog 10 hours per week for code quality and errors for 150+ students.
- **Taught Test-Driven Development:** Coached generating testbenches and waveforms in cocotb for SystemVerilog.

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<b>Science of Intelligence Cluster</b> <i>Research Intern</i> <i>Supervisor: Yating Zheng</i>	Berlin, Germany <i>Jun 2024 - Aug 2024</i> <i>PI: Pawel Romanczuk</i>
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- **Algorithm Development:** Created 3 swarm shepherding methods that used convex hulls to estimate global details.
- **Simulated Results:** Verified simulation results across 1,000 runs, showing 98%+ task completion for all 3 methods.
- **Proved Robustness:** Demonstrated that multi-agent coordination is possible with limited local info for shepherding.

## PROJECTS

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<b>MIT Robotics Systems and Sciences Class Capstone</b> <i>Tech: Python, ROS 2, NVIDIA Jetson Orin Nano, ZED 2 Camera, Hokuyo LiDAR</i>	Cambridge, MA <i>Mar 2024 - May 2024</i>
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Used parallax to determine the racing line on an indoor track and a modified pure-pursuit algorithm to achieve robust motion planning. Used a finite state machine to navigate through a maze to detect and retrieve an objective with YOLOv5.

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<b>Midas: A One-Shot Greedy Computer Architecture Optimizer</b> <i>Tech: Python, Timeloop, Accelergy</i>	Cambridge, MA <i>Apr 2024 - May 2024</i>
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A greedy accelerator optimization algorithm with 60% greater cost reduction than coordinate descent. We achieve an additional 16% cost reduction by combining coordinate descent and Midas. Our method is only 10% worse on average than a full parameter-space grid search, using ~30% of the runtime.

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<b>AudioNet: Generating Images from Audio with ControlNet</b> <i>Tech: Python, PyTorch, Sound2Scene dataset</i>	Cambridge, MA <i>Mar 2024 - May 2024</i>
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An attempt to generate images from audio inputs using stable diffusion and a ControlNet-inspired architecture. We produced 1,000+ images from audio on the Sound2Scene dataset and ~5% of samples were reasonable inferences.