

FIONA GILLESPIE

(908) 477-0449 ◊ fgillesp@mit.edu

EDUCATION

Massachusetts Institute of Technology

Class of 2024

- Candidate for Master's Degree in Electrical Engineering and Computer Science (Present) *Cambridge, MA*
- S.B. Electrical Engineering and Computer Science with Minor in Mechanical Engineering (2023)
- GPA: 5.0
- *Relevant Courses:* Dynamics and Controls I and II (2.003, 2.004), Visual Navigation for Autonomous Vehicles (16.485), Robotics: Science and Systems (16.405/6.4200), Robotic Manipulation (6.4212), Underactuated Robotics (6.832)
- Teaching Assistant for Dynamical System Modeling and Control Design (6.310)

PUBLICATIONS

- Daniel Klahn, Fiona Gillespie, et al. Oyster farming by autonomous surface vehicles : An implementation of control and perception systems. In *OCEANS 2023 - Limerick*, 2023
- Fiona Gillespie, Cassidy Peterson, et al. Aquabot: An open-ocean aquaculture feeding vessel proof-of-concept. In *OCEANS 2022, Hampton Roads*, 2022

EXPERIENCE

MIT Sea Grant, *Perception and Controls Researcher*

September 2021 - Present

- Developing a ROS2 system for Oysterman: Sea Grant's oyster-basket flipping boat
 - *Thesis:* Creating a feature matching-based perception system to robustly detect and track oyster baskets for state estimation and navigation; developing controls for autonomous basket flipping and position control of the boat
 - Mentoring two undergraduate researchers on the simulation and electronics systems
- Co-created a proof-of-concept ASV to simplify feed resupply to open-ocean aquaculture pens (Oceans 2022)
 - Developed controls system for autonomous docking via April Tags and radio control of other systems
 - Co-designed a simplified feed hose attachment from ASV to central mooring between pens

INESC TEC (University of Porto), *Research Intern*

June 2023 - August 2023

- Created vision-based localization system with 20m range for Raspberry Pi 3, Pi HQ camera, and 0.5m ArUco markers
- Worked with LiDAR to provide obstacle detection and mapping

Amazon Robotics, *Software Engineering Intern*

June 2021 - August 2021

- Designed and implemented a self-service tool for data producers to publish data cross-account to multiple consumers
- Created dashboards to visualize data flow and incorporated customer feedback to improve the tool for data producers

Neocis, *Controls Software Engineering Intern*

February 2021 - April 2021

- Designed and implemented a C++ algorithm to correct for sensor drift over time to reduce manual rebiasing
- Researched sensor drift accumulation and developed a drift simulation to test the drift correction algorithm

MathWorks, *Software Engineering Intern*

June 2020 - August 2020

- Worked on the Install and Licensing Team in Agile framework to implement activation client calls in C++
- Refactored C++ unit tests to reduce length by 70% (5,500 lines to under 1,700 lines)
- Created design documentation for a validation process to determine if there is sufficient space before a download/install

Global Teaching Labs Italy, *Teacher*

January 2020

- Designed lessons and taught 150 high school students (6 classes) coding and robotics for three weeks in Northern Italy
- Coding: taught students Scratch and helped them program Pong, Frogger, Flappy Bird, and an escape room
- Robotics: taught students to program LEGO Mindstorm robots to autonomously solve mazes with dead reckoning

MIT Game Lab, *Programmer on CLEVR (VR research project)*

May 2019 - Oct 2019

- Programmer on Unity VR educational game that immerses high school biology students in a cell
 - Wrote HLSL shader to animate organelles and mimic Brownian motion for proteins
 - Wrote C# script to optimally place 2,000 ribosomes on ER and 5,000 channel proteins on cell membrane

Personal Project: Boggle, *Software Developer*

May 2020

- Implemented a solver for the board game Boggle in Java using a depth-first search optimized by checking prefixes
- Demo and more info: fionagillespie.com/boggleDemo.html

SKILLS

Technical *Advanced:* ROS2, ROS1, Java, Python, C++, Raspberry Pi, Arduino, Git
Intermediate: LiDAR, Docker, \LaTeX
Beginner: Processing, HTML, CSS