

Shan Khan

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Visit my webpage to see projects:

<https://shankhan247.github.io/SK-portfolio/>

Education

Northwestern University , Evanston IL Master of Science in Robotics GPA 3.20/4.00	Sep. 2019-Dec. 2020
University of Illinois at Chicago (UIC) , Chicago IL Bachelor of Science in Bioengineering GPA: 3.95/4.00	Aug. 2014-May 2018

Work Experience

ADM Diagnostics, Inc. , Northbrook IL <i>Software Quality Engineer</i> <ul style="list-style-type: none">Developing FDA documentation for submission/approval of a software-based medical deviceAssisting in software development of an early stage Alzheimer's detection algorithm	Oct. 2018-Sep. 2019
Endotronix, Inc. , Lisle IL <i>Research & Development – Systems Engineer Intern</i> <ul style="list-style-type: none">Developing FDA system-level design input documents such as performance specifications (PS), marketing requirement specifications (MRS), and risk assessments (DFMEA/FMEA/SWFMEA) for a pulmonary artery sensor system	May 2017-Aug. 2017

Skills

Programming

- Python, C/C++, C#, MATLAB, HTML, CSS, Lisp, Robotic Operating System (ROS)
- Implementing machine learning and computer vision methods from scratch

Tools

- 3D printing software (ie Ultimaker Cura) and CAD (SolidWorks, NX)
- Remote repositories/version control (git/github), Linux OS

Design

- Electrical circuit fabrication including microcontrollers, peripherals (motors, sensors, etc.), PCBs, and analysis tools (oscilloscope, LABVIEW)
- Mechanical elements design (shafts, gears, springs, belts, bearings)

Quality Control

- FDA risk based documentation: failure mode and effects analysis (FMEA), hazard analysis, corrective/preventive action
- FDA product based documentation: standard operating procedures (SOP), MRS, PS, design traceability matrix (DTM)

Projects

Fluidic Fabric Muscle Sheet <ul style="list-style-type: none">Curated an inexpensive soft actuator that can be used in applications within soft roboticsActuator comprised of layers of fabric housing soft tubing that is hydraulically powered	Mar. 2020-Nov. 2020
Don't Run Out Of Oxygen <ul style="list-style-type: none">Created a game using the Unity engine, which is inspired by the indie game <i>Lovers in a Dangerous Spacetime</i>Programming was done in C# and integrated game with xbox/ps4 controllers	Jan. 2020-Mar. 2020
The Mighty Sawyer <ul style="list-style-type: none">Programmed a Sawyer robot to play cornhole against a human opponent using ROSTasks included computer vision, robot manipulation, simple state machine, and gazebo simulation	Nov. 2019-Dec. 2019
youBot Mobile Manipulator Simulation <ul style="list-style-type: none">Programmed and simulated the KUKA youBot using python and the V-REP simulatorTasks included trajectory planning, odometry during chassis movement, and feedback control to perform the desired task	Nov. 2019-Dec. 2019
Communicator for Locked in Syndrome Patients <ul style="list-style-type: none">Developed and programmed a circuit to read and amplify EOG signals in real time, and interpreting eye movements into a series of letters, numbers, and phrases that appeared on a display	Mar. 2018-May 2018
Lie Detector <ul style="list-style-type: none">Fabricated a PCB that quantifies the degree of perspiration of a user's fingertips and relay this to a series of red and green LEDs	Feb. 2018-Mar. 2018