

#### SOFTWARE ENGINEERING · MACHINE LEARNING

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"I am a researcher in robotics, passionate about software engineering and machine learning."

## Experience \_\_\_\_\_

### Lincoln Agri-Robotics, University of Lincoln

Lincoln, United Kingdom

POSTDOCTORAL RESEARCHER

May 2020 - present

- Developed and Engineered software for a new Agricultural Weeding robot platform with custom sensors and created a ROS based physics simulation.
- Secured a £300,000 grant for a three-year Tree Singulation Project.
- Integrated custom LiDAR sensors for UAV Crop Mapping and Ground Robot Navigation.
- Performed UAV flights for mapping and scanning crops to test Machine Learning models.
- Set up a robotics arena for Teaching and Research in Fleet Robotics and Agri-Robotics.
- Maintained and configured a Private 5G Network, and designed and configured a WiFi system for Robot Communication.
- Researched the Speed-Up of 5G Agri-Robotics communication and developed tools for the analysis of Quality-of-Service metrics and Data Representation.
- Planned and organised demonstrations and presentations during the Fresh Produce Consortium (the biggest agri-event for the University of Lincoln).
- Held guest seminars on "Multi-Robot System Design and Implementation" to postgraduate students.

### **Engineering Department, King's College London**

London, United Kingdom

ROBOTICS SOFTWARE DEVELOPER

Dec. 2019 - May 2020

 Part-time: Developed custom drivers for specialist robotic hardware; Delivered workshops for robot applications that used specialised Multi-Sensor Perception to perform classical Computer Vision Techniques on compute-limited devices to perform plant detection and identification.

# Faculty of Natural & Mathematical Sciences, Graduate Teaching Scholarship, King's College London

London, United Kingdom

TEACHING ASSISTANT

Oct. 2015 - Apr. 2020

- Lab assistant for: 4<sup>th</sup> year Data Mining (Python), Computer Vision (MATLAB) and Computer Programming for Data Science (Python), 2<sup>nd</sup> year Database Systems (SQL/SQLite), 1<sup>st</sup> year Programming Practise & Applications (JAVA)
- Taught tutorials/seminars for: Programming Practise & Applications and Computer Vision.
- Marked assignments, coursework and delivered either written or verbal student feedback for: Programming Practise & Applications, Computer Programming for Data Science and Data Mining.

## Centre for Robotics Research Recruitment & Outreach, King's College London

London, United Kingdom

DEMONSTRATOR/PRESENTER

Jun. 2016 - Dec. 2019

- Performed robotic demonstrations for industry professionals and potential students.
- Co-organiser of the 2017 open day for Centre for Robotics Research (CoRe) group.

## **Summer Internship on Data Capture, University of Liverpool**

Liverpool, United Kingdom

APPLICATION DEVELOPER

Jun. 2014 - Sep. 2014

- Researched and Developed methods of retrieving text and image data from users who operated mobile devices (iPad).
- Designed a prototype application that enabled users to take photographs, annotate them and leave comments.
- · Implemented a method for data storage that enabled Multi-Platform Data Retrieval for further analysis.

Education

## King's College London

London, United Kingdom

PHD (GRADUATE TEACHING SCHOLAR) IN COMPUTER SCIENCE

Sep. 2015 - Mar. 2020

- Research Title: A Multi-Robot Communication Framework for the Analysis and Mitigation of Network Perturbations.
  - Investigated the impact of disrupted communication on Multi-Robot Teams.
  - Developed signal strength models using Support Vector Regression machine learning, which are used to identify communication failures.
  - Developed an algorithm to mitigate communication failure, which evaluates Multi-Robot communication against the two Signal Strength Models in real-time.
  - Evaluated Simulated and Physical robot empirical results, using a large selection of Performance Metrics.
- Research Field(s): Multi-Robot Systems, Communication-Based Control, Agent Behaviour, Software Development.

## **University of Liverpool**

Liverpool, United Kingdom

MENG IN COMPUTER SCIENCE AND ELECTRONIC ENGINEERING

Sep. 2011 - Jul. 2015

- Fourth Year Group Project: Robot Object Search and Retrieval Team Developed an application to improve human-robot interaction.
- Third Year Project: Multistage Electromagnetic Projectile Accelerator.

## **Publications** \_

### The need for speed: How 5G communication can support AI in the field

Virtual

PRESENTED AT UKRAS21 CONFERENCE: ROBOTICS AT HOME

Jun. 2021

## Modelling variable communication signal strength for experiments with multi-robot teams

Lincoln, United Kingdom

PRESENTED AT UKRAS20 CONFERENCE: ROBOTS INTO THE REAL WORLD

May 2020

### **MRComm: Multi-Robot Communication Testbed**

London, United Kingdom

PRESENTED AT THE 20<sup>TH</sup> TOWARDS AUTONOMOUS ROBOTIC SYSTEMS CONFERENCE

Jul. 2019

## **Establishing Continuous Communication through Dynamic Team Behaviour Switching**

Loughborough, United Kingdom

Presented at the  $2^{ND}$  UK-RAS19 Conference on Embedded Intelligence: Enabling & Supporting RAS

TECHNOLOGIES

Jan. 2019

## Measuring the Effects of Communication Quality on Multi-Robot Team Performance

Surrey, United Kingdom

Presented at the 18<sup>TH</sup> Towards Autonomous Robotic Systems Conference

Jul. 2017

## Skills and interests \_\_\_\_

#### RELEVANT SKILLS

**Programming** Python (Expert), C++ and MATLAB (Advanced), JAVA and Objective-C (Intermediate), JavaScript and Swift (Beginner).

**Scripting** Bash (Expert), Command Prompt (Advanced). **Software** Git and Latex (Expert), Microsoft Office (Advanced).

Frameworks ROS (Expert), Docker, VirtualBox, Scikit-learn, Pandas, Matplotlib and PyTorch (Advanced) and many more.

**Operating Systems** Linux Ubuntu and Microsoft Windows (Expert), Mac OSX (Advanced).

## HOBBIES AND INTERESTS

**Computer building** Passionate about building computers and keeping up to date with current technology trends and news.

**Fitness** Regularly indulge in fitness activities including weightlifting, bouldering and tennis.

**Board games** Board game lover who frequently meets with friends and colleagues to play a large variety of games, including DnD.

OCTOBER 3, 2022 TSVETAN I. ZHIVKOV · CV 2