

# Kenny Na

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## EDUCATION

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### University of Waterloo

*Bachelor of Applied Science in Systems Design Engineering*

Waterloo, ON

Sep. 2023 – Apr. 2028

## EXPERIENCE

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### UW Reality Labs

*University of Waterloo*

Oct. 2023 – Present

*Waterloo, ON*

- Formed and leading the University of Waterloo's design team researching **VR/AR** technologies
- Led development of Reality From Scratch, a DIY VR headset with an Arduino, **IMU**, custom housing & optics
- Managed students' research direction: Quadoo & Zemax OpticStudio software for optics, and Unity (**Meta XR SDK**) for software implementation. Presented to students on Meta's "**Visual Turing Test**".
- Managed outreach for **300+** interested students, **80+** member applications, interviews, and raised over **\$5000** in sponsorship value for the team's first official term (Quadoo Optical Systems, UWaterloo WEEF, etc.)

### IT Infrastructure & Operations Intern

*Grand & Toy*

Jan. 2024 – Apr. 2024

*Vaughan, ON*

- Managed **250+** computer users through Microsoft **AD** and **GPO**, while using **MMC** to manage **DHCP** settings
- Led deployment project for **100+** custom-imaged laptops using the **Microsoft Deployment Toolkit**
- Utilized **Trend Micro Apex One** to remediate multiple cases of malware infection on employee PCs
- Successfully resolved **100+** technical support tickets, contributing to a **27%** increase in employee productivity

## PROJECTS

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### Reality From Scratch | *Arduino, C++, OpenVR SDK*

- Built an open-source, DIY VR headset with compatible eye-tracking that interfaces with SteamVR
- Created **OpenVR drivers** for Arduino libraries that translate 3-DoF IMU data to motion vector data
- Built a real-time camera-based eye tracker with an **ESP32**, **OV2640**, IR LEDs, and open-source tracking software
- Upgrading to incorporate over **63% higher** horizontal FOV using custom-cut wide fresnel lenses and new displays

### **Testing & QA: RyzenAdj** | *Linux, Clover Bootloader, ACPI Machine Language*

- An open-source program to control the power management of Ryzen mobile processors, eventually superseded by Universal x86 Tuning Utility on GitHub (**1.2k stars**)
- Dumped **DSDT** from laptops and edited **ACPI** to modify **AMD STAPM** power limits, sideloading with **Clover**
- Benchmarked several power targets (e.g. 15W, 20W, 25W) for the Ryzen 5 2500U using **AMD uProf**, measuring a burst performance increase of up to **67%** and sustained performance of up to **36%**

### **3D Modelling & Automation** | *Blender, Python*

- Designed **10+** 3D scenes with **Blender**, using **Stable Diffusion** for procedural & seamless UV-mapped textures
- Wrote Python scripts to **automate** importing, scaling and positioning of **30+** random models within a scene

### **STM32F103 Microcontroller PCB** | *KiCAD, STM32CubeIDE*

- Designed a schematic and PCB design in **KiCAD** for the STM32F103 family, using **STM32CubeIDE** to identify and modify pinouts for several microcontrollers

## TECHNICAL SKILLS

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**Languages:** C++, C#, Python, HTML, CSS, JavaScript, MATLAB, TeX

**Tools & Platforms:** Git, Docker, VMware, AWS, Azure, PlatformIO, Android SDK, Unity

**Other Applications:** Blender, KiCad, SOLIDWORKS, Ableton Live, Figma, Webflow, Miro, Jira