Anthony Angeles

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San Jose, CA

Languages: Python, C/C++, Full Stack
Key Skills: Applied ML, Object Detection/Perception, Full-Stack, Unity, CI/CD, PyTorch, Isaac Sim

Work Experience

Software Engineer - Robotics Learning Platform, Nvidia Inc.
Full-Time | Santa Clara, CA; Dec 2024 - Present
- Implemented ROS2 publishing for odometry in Isaac Sim from 2D space to 3D
- Created unit tests to ensure functionality for ROS2 odometry publishing

Product Development Engineer, Nvidia Inc.
Full-Time | Santa Clara, CA; July 2024 – Present
- Maintaining internal test server using gitlab CI/CD to automate deployment of our dev branch workflow
- Designed and implemented internal tool connecting linux servers to leverage computing resources
- Implemented containerization techniques to have a persistent container that executed a workflow when awoken from arguments passed through an API call made

Publications

- Samir Ghosh, Yanglan Wang, Kecheng Chen, **Anthony Angeles**, Andrew Moskovich, Kenichi Soga, and Katherine Isbister. 2023. ***Designing a mixed-initiative multi-user VR interface for wildfire mitigation***. In HCI for Climate Change Imagining Sustainable Futures Workshop at the 2023 Conference on Human Factors in Computing Systems, (CHI \'23), Hamburg, Germany [pdf] (2023)

Research Experience

AIEA Lab Assistant, Baskin School of Engineering
Leilani Gilpin | Santa Cruz, CA; March 2024 – June 2024
- Contributed toward a submission for Motion Prediction in 2024 Waymo Open Dataset Competition.

Research Assistant for Autonomous Systems Lab, Baskin School of Engineering
Gabriel Elkaim | Santa Cruz, CA; Jan 2024 – March 2024
- Assisted principal investigator in implementing reinforcement learning algorithms for self-driving car applications.

Research Assistant for VR Lab, Baskin School of Engineering
Samir Ghosh | Santa Cruz, CA; Nov 2022 – Sept 2023
- Constructed a Python script to employ YoloV8 AI for segmenting and masking flammable objects in VR images.

Projects

Game AI

C#, Unity | May 2024

- Implemented a fully autonomous agent that uses pathfinding to follow shortest path to target
- Leveraged FSM theory to allow the autonomous agent to interact with objects in its environment
- Developed a working game published to itch.io

3D Motion Prediction and Perception for AV

Python | May 2024

- Contributed to a research lab in UCSC dealing in AV and AI
- Helped implement fixes in our Waymo 2024 Challenge
- Implemented algorithms and techniques to build a submission for the Motion Prediction and 3D Object Segmentation of Waymo 2024 Challenge

Object detection for VR

Python | December 2023

- Developed a method to detect flammable objects in an equirectangular image used in VR
- Used YoloV8 and Detectron 2 libraries to implement object segmentation
- Contributed to a research publication regarding this tool in CHI

Education

University of California - Santa Cruz | Santa Cruz, CA

B.S. - Computer Science, June 2025

Relevant Coursework: Applied Machine Learning (Python), Game AI (Python), Data Structures and Algorithms (C++), Programming Abstractions (C), Distributed Systems (Python), Intro. to ML (Python)