

MECHANICAL ENGINEERING SEMINAR

Humanoid Robotics Platforms
for AI Development and
Real-World Applications

SPEAKER:

Viki Chen

Booster Robotics



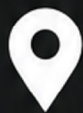
**BOOSTER
ROBOTICS**



**THURSDAY
SEPTEMBER 10, 2026**



1:30 PM – 3:00 PM



**EIS 104
MECHANICAL ENGINEERING BUILDING**

COMPANY BIO:

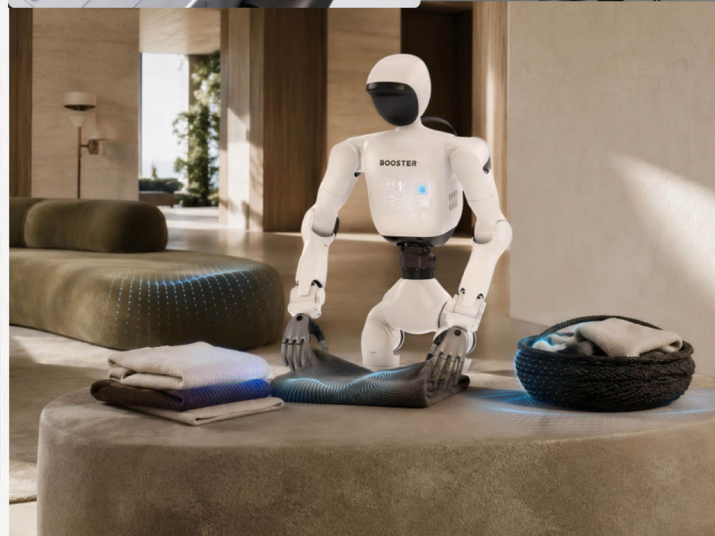
Booster Robotics is a humanoid robotics company with the mission of accelerating productivity through embodied intelligence and a global developer ecosystem.

The company develops integrated hardware and software platforms—including the Booster K1 and T2 humanoid robots, Booster Studio, operating systems, SDKs, simulation tools, and open-source development frameworks—for research, education, and real-world robotics applications.

Booster platforms support ROS 2, high- and low-level control, reinforcement learning, perception, locomotion, manipulation, and deployment of AI models on physical robots. Its flagship Booster T2 Professional platform is powered by NVIDIA Jetson Thor, delivering up to 2,070 TFLOPS of onboard computing performance for advanced embodied-AI development.

Booster Robotics is also an official RoboCup partner, and teams using Booster robots have achieved championship results across global humanoid robotics competitions.

By combining reliable humanoid hardware with accessible development tools, Booster Robotics enables universities, developers, and enterprises to move rapidly from simulation and algorithm development to deployment in the physical world.



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