

Mechanical engineer with experience designing and launching consumer electronics products.

EXPERIENCE

SAVANT *Product Development Engineer*

San Francisco, CA • September 2015 - present

- Responsible for mechanical architecture, part design, and production support for new Savant products.
- Designed mechanical parts in CAD, produced 2D drawings and PCB MCOs, and selected electromechanical components
- Prototyped product concepts, from paper and tape mockups to 3D printed parts and functioning electromechanical demos.
- Optimized product design for thermal performance: conducted thermal testing, correlated results with thermal simulations, proposed firmware changes, and designed new parts and system layout. Design changes reduced key component temperatures by >15°C.
- Supported production bring-up at overseas vendors
- Maintained and managed 3D print lab (3D Systems Projet and Zortrax machines)

LEEO, INC. *Mechanical Engineer*

Palo Alto, CA • January 2014 - September 2015

- Drove design and production of mechanical parts and packaging for the Leeo Nightlight from prototype through post-production.
- Worked closely with ID and overseas contract manufacturers to meet high cosmetic, functional, and regulatory requirements.
- Wrote Leeo quality control documentation and ensured product quality throughout production.
- Designed injection molded housings and sheet metal parts for a new smart home product. Worked closely with electrical engineers on component selection (displays, sensors, speakers, LEDs).

HASBRO, INC. *Technology Acquisition Co-op*

Pawtucket, RI • January - June 2012

- Designed concepts for reinvention of Trivial Pursuit with a team of peers; fabricated functional electronic demos, prototypes, and solid models of design; estimated product cost and selected features to meet profitability target; designed packaging; presented final prototype and packaging to senior management and brand team
- Researched new technologies, created prototypes, and presented to senior management and brand teams

EDUCATION AND COURSEWORK

Rensselaer Polytechnic Institute B.S. in Mechanical Engineering and Design, Innovation, and Society (Product Design)
Troy, NY • 2009-2013

Inventor's Studio, How to Change the World *Undergraduate Researcher/Lead Teaching Assistant*

- Researched creativity, innovation and entrepreneurship, and developed lessons and activities that aim to help students develop their creativity, find unrecognized problems, and design novel solutions
- Coordinated six other TAs and the professor to develop course materials, mentor students, and plan classes

Product Design and Innovation Studios, Introduction to Engineering Design, Inventor's Studio

- Worked individually and in teams to research users and define problems, then design products and services to solve them. Developed CAD, physical, and electronics models, designed print and digital presentation materials, wrote organizational and marketing plans, and presented to projects to peers and faculty.

SKILLS

- **CAD**
Creo and Solidworks
Rendering (PhotoView and Key-shot)
- **Manufacturing and Prototyping Processes**
Injection molding
FDM, SLA, SLS, Projet (3D Printing)
Laser Cutting, Waterjet
Machining
Die casting
Sheet metal
Thermoforming
Cast Urethanes
- **Electronics Prototyping**
Arduino and Raspberry Pi
- **Testing**
Thermal Testing (thermocouples)
Video Quality (Imatest)
- **Graphic and Web Design**
Photoshop, Illustrator, InDesign, HTML/CSS, Dreamweaver
- **Microsoft Office**

ACTIVITIES AND AWARDS

Finalist, Change the World Challenge

Won \$1,000 prizes in RPI's Spring 2012 and Fall 2013 Change the World Challenge for Sana Medication Management and Infant Stress Monitor

For fun

Cooking, mountain biking, skiing, rock climbing, learning Chinese