

Aaron Huang

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EDUCATION

Olin College of Engineering Bachelor of Science in Mechanical Engineering	May 2024
• Recipient of 50% Tuition Merit Scholarship	4.00 GPA

SKILLS

Software: Python 3, MATLAB, Arduino, Markdown, Blender, Latex

Mechanical: FDM 3D Printing, SolidWorks 2019, Fusion 360, Soldering, Construction Equipment (Table Saw, Angle Grinder, Compound Single Bevel Saw, Reciprocating Saw, Nail Gun), Laser Cutter, Belt/Disc Sander, Sand Blaster, MIG Welding, Vertical Band Saw, Drill Press, Lathe, Mill, CNC Mill

Other: GitHub, Photoshop, Illustrator, PrusaSlicer, Cura, Mandarin

EXPERIENCE

Olin College BAJA SAE: Build an off-road vehicle for competition Drive Train Member & Co-Lead (2021)	2020 – Present
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- Manage sub-team with two other co-leads
- Work with components that deliver power to the driving wheels such as the half-shafts, intermediate, and input shafts for the gearbox
- Creating SolidWorks CAD models, drawings and designing for four-wheel drive (differentials, gearbox layout)

Olin College Rocketry Club: Build a rocket for competition and launch to an apogee of 10,000 ft	2020 – Present
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Engine Project Manager: 2021-Present

- Multi-year project to create and test model rocket engines
 - Test Stand: finalized CAD model and drilled and welded test stand

Propulsion Member: 2020-2021

- Burn and Apogee Simulations for model rockets
- Fusion CAD Modeling, Drawings, and FEA: engine casing, bulkhead, and nozzle cap

Huang MJ Construction Summer Construction Work: General construction/demolition work	Summer 2021
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- Guttered 5 story building, removing a section of the floor beams from the basement to the 5th floor
- Operated Bobcat E26 Excavator and S550 Skid-Steer Loader to dig and pour 2 garage footings, pads, and putting up wood framing and roof

Software Project: Personal Voice Assistant	Winter 2021
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- Can tell you the current weather, jokes, buy items from Amazon, and more
- Coded in Python 3 and powered by Google's speech recognition and text-to-speech software

Software Project: Ultimate Snake Game	Spring 2020
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- (As a team of two) Snake game with speed and invisibility potions with all custom assets
- Coded in Python 3 and pygame

Mechanical Project: VR Car	Fall 2021
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- (As a team of 5) Remote-controlled car where the user can view around from it in real-time VR in all 360 degrees
- Designed in SolidWorks, 3D printed and laser cut custom parts
- Created and implemented battery circuitry

Mechanical Project: Smart Light Switch	Spring 2021
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- Bluetooth-capable mechanical device to toggle a light switch
- Coded with Arduino Nano 33
- Designed in SolidWorks and 3D printed parts

Mechanical Project: Utility Knife	Fall 2020
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- Custom utility knife
- Designed in SolidWorks and 3D printed parts using ABS