

Dan Brogan

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Personal Website: <https://dan-brogan.github.io/Dan-Brogan-Engineering/index.html>

Education:

University of Southern California (USC)

M.S. Astronautical Engineering

Expected May 2022

GPA: 3.90

University of Rhode Island (URI)

B.S. Mechanical Engineering

May 2020

GPA: 3.94

Robotics Engineering Minor, Mathematics Minor

Engineering Experience:

Space Engineering Research Center

2020

Structures Engineer for Lunar Lander Prototype

- Performed ANSYS structural analysis and hand calculation validation for vehicle and testing structures

NASA RI Space Grant

2019-2020

Rhode Island Space Grant Researcher for *Artificially Intelligent Satellite Servicing*

- Worked with Dr. Jouaneh and Dr. DiFilippo to create an optimized “You Only Look Once” (YOLO) based deep learning fastener detection system with Python

Lockheed Martin

2019-Present

Mechanical Engineering Intern (Secret Security Clearance)

- Technical Lead and Small Business Coordinator for a hydrostatic composite overwrapped pressure vessel (COPV). Used ANSYS for COPV FEA simulation and MATLAB for wall thickness trade study. Presented solution to NUWC.
- Supported the following SBIR projects: AF181-032: *Direct Injection Systems for Small UAV Engines*, N00024-16-C-4537: *Wideband Acoustic Signature Capability for Next Generation Mobile Anti-Submarine Warfare (ASW) Training Target*
- Prepared and conducted a presentation for Lockheed Martin Newport on Deep Learning for Computer Vision
- Attended SBIR Conference at Lockheed Martin Skunk Works in Palmdale, CA

URI Artificial Intelligence Laboratory

2018-2019

Robotician

- Responsible for constructing robots, hosting Arduino workshops, and facilitating URI’s new public AI lab

Raytheon

2018

Mechanical Engineering Intern

- Used CREO Parametric for modelling complex solids for several Internal Research & Development (IRAD) projects
- Supported development of sonar transducer and electronics packaging systems on Zumwalt-Class Destroyer Ship 3
- Presented work to Bill Dawson, Sr. Director of Mechanical Engineering

Engineering Projects:

5-Axis 3D Printer

2019-Present

- Developed prototype capable of following a 5-Axis toolpath, continuing improvement of software and hardware design
- Used Python to write G-Code interpretation and stepper motor control scripts from scratch
- Invented method for converting 3-Axis G-Code to 5-Axis G-Code using Python for printing axisymmetric parts

Titan (Moon) Entry Descent & Landing (EDL) Mission Design

2020

- Used MATLAB to simulate hypersonic, supersonic, & subsonic regimes for entry vehicle splashdown into Kraken Mare

3-Body Problem Orbital Mechanics Simulation

- Used MATLAB to numerically integrate and animate 3 body motion given masses and initial position and velocity vectors

NASA Venus Rover Mechanical Sensors

2020

- Worked with Mitch Brogan to design mechanical obstacle avoidance sensors for the public NASA HeroX challenge

Mechatronics Projects

2019

- Used Visual Basic, Arduino and Python to create control code for DC motors, heating elements, stepper motors, etc.

Turbo Jet Engine

2019

- Fabrication and testing of a turbo jet engine comprised of a turbocharger and oil system with pump controller

Pulse Jet Engine

2018

- Fabrication and testing of a valveless pulse jet engine that operates without moving parts

Professional Skills:

Mechatronics, Python, MATLAB, Arduino, Visual Basic for Forms Applications, ANSYS Workbench, CREO Parametric, Autodesk Inventor, SolidWorks, Microsoft Excel, TIG Welding, Metal Shaping, Propulsion, Composite Lamination

Associations:

URI Astroneering

2018-2020

President and Founder of URI Astroneering Club

- Started Aerospace Engineering Club for Students interested in rocket design and interplanetary colonization

American Society of Mechanical Engineers (ASME)

2017-2019

President of ASME URI Chapter

- Restarted previously defunct ASME URI Chapter. Organized & facilitated build projects, field trips and club meetings