# **ILONA BEACOM-DOMOTOR**

MECHANICAL ENGINEERING AT NORTHEASTERN UNIVERSITY

beacom-domotor.i@northeastern.edu

linkedin.com/in/ilona-bd/

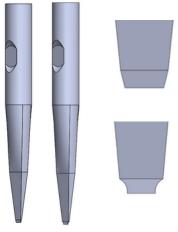
(781) 428 - 1376

# INSULIN PUMP AWAKENER - INSULET CORPORATION

#### What?

- Used insulin pumps contain data and need to be manually "shorted" to retrieve data
- Goal was to design and fabricate a fixture that streamlines this "awakening" process and minimizes the damage to pump





#### How?

- Used SolidWorks and 3D printing to design 4 iterations of the fixture
- Created drawings to outsource the custom parts
- Conducted data analysis and determined most successful design



### Results

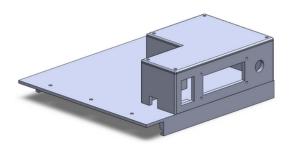
- The final fixture design fulfilled its purpose with 90% success and 100% recoverability for the 10% of pumps that failed
- Minimal pump damage observed upon inspection of internal components after procedure



# INFANT PHOTOTHERAPY INCUBATOR - INNOVATORS FOR GLOBAL HEALTH

## What?

- Deliver a low-cost, low-maintenance phototherapy incubator to hospitals in Ghana for infants with jaundice
- Design housing for the electrical components of the control system for the phototherapy device
- Ensure access to the components and wiring for easy maintenance



### How?

- Designed housing on SolidWorks and 3D printed
- Printed housing directly onto the phototherapy light housing
- Joined the lid to the housing via heat set inserts and screws

#### Results

- Housing protected all electrical components and enhanced the project's appearance
- Removable lid allowed for easy access to internal components





# **ILONA BEACOM-DOMOTOR**

MECHANICAL ENGINEERING AT NORTHEASTERN UNIVERSITY

beacom-domotor.i@northeastern.edu

in linkedin.com/in/ilona-bd/

(781) 428 - 1376

# HUNGRY SHARK ARCADE GAME - CORNERSTONE PROJECT

### What?

- Design a fun and competitive arcade game by combining two existing games
- The game must include one moving feature and an automated score counter



#### How?

- Used Arduino and servo motors for the opening and closing of the shark's mouth (the moving feature)
- Utilized a motion sensor to sense when the ball entered the shark's mouth and keep track of the player's score



#### Results

- An arcade game that met the project requirements
- Maximized user experience, participants played multiple rounds

Shark's mouth opened and closed on timed intervals

Automated score counter using motion sensor, score displayed on screen