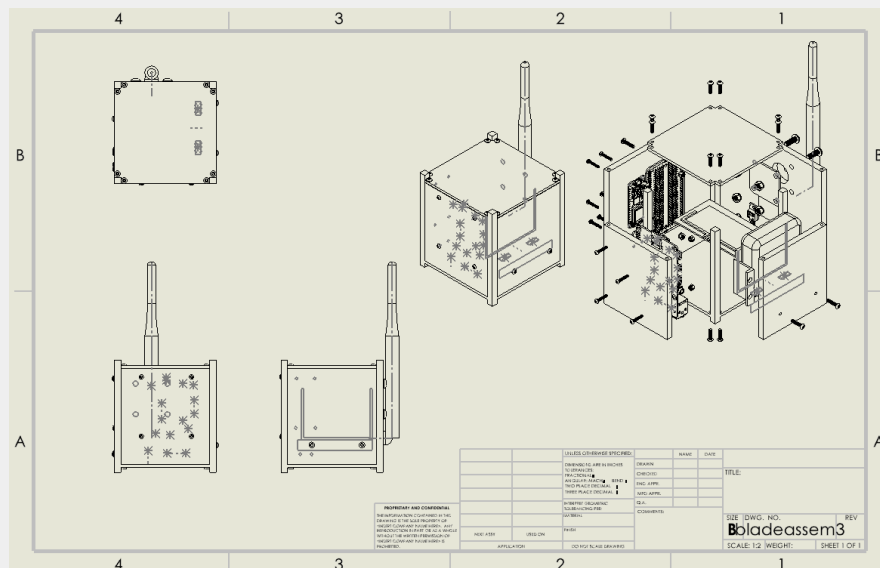
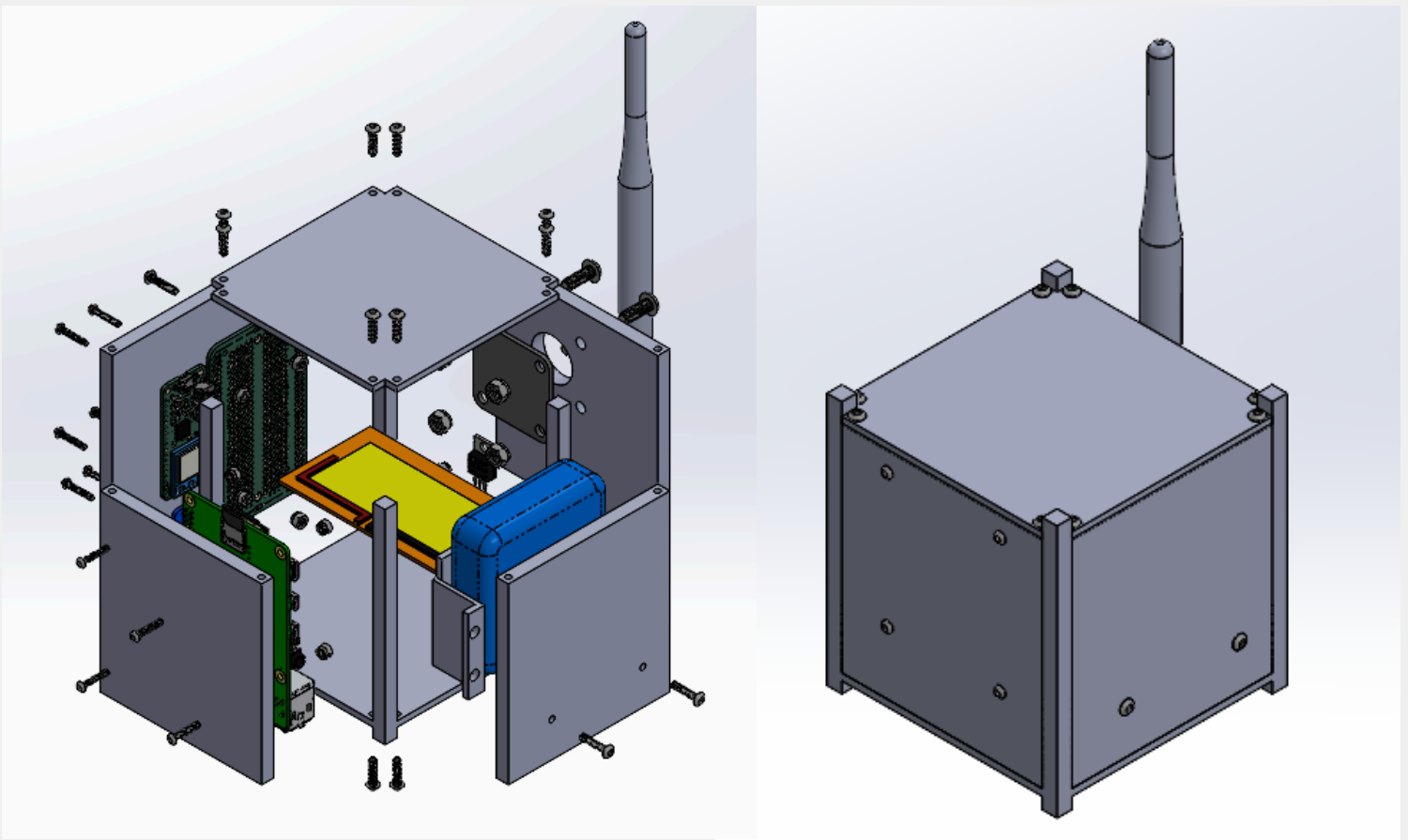


# CAD Portfolio

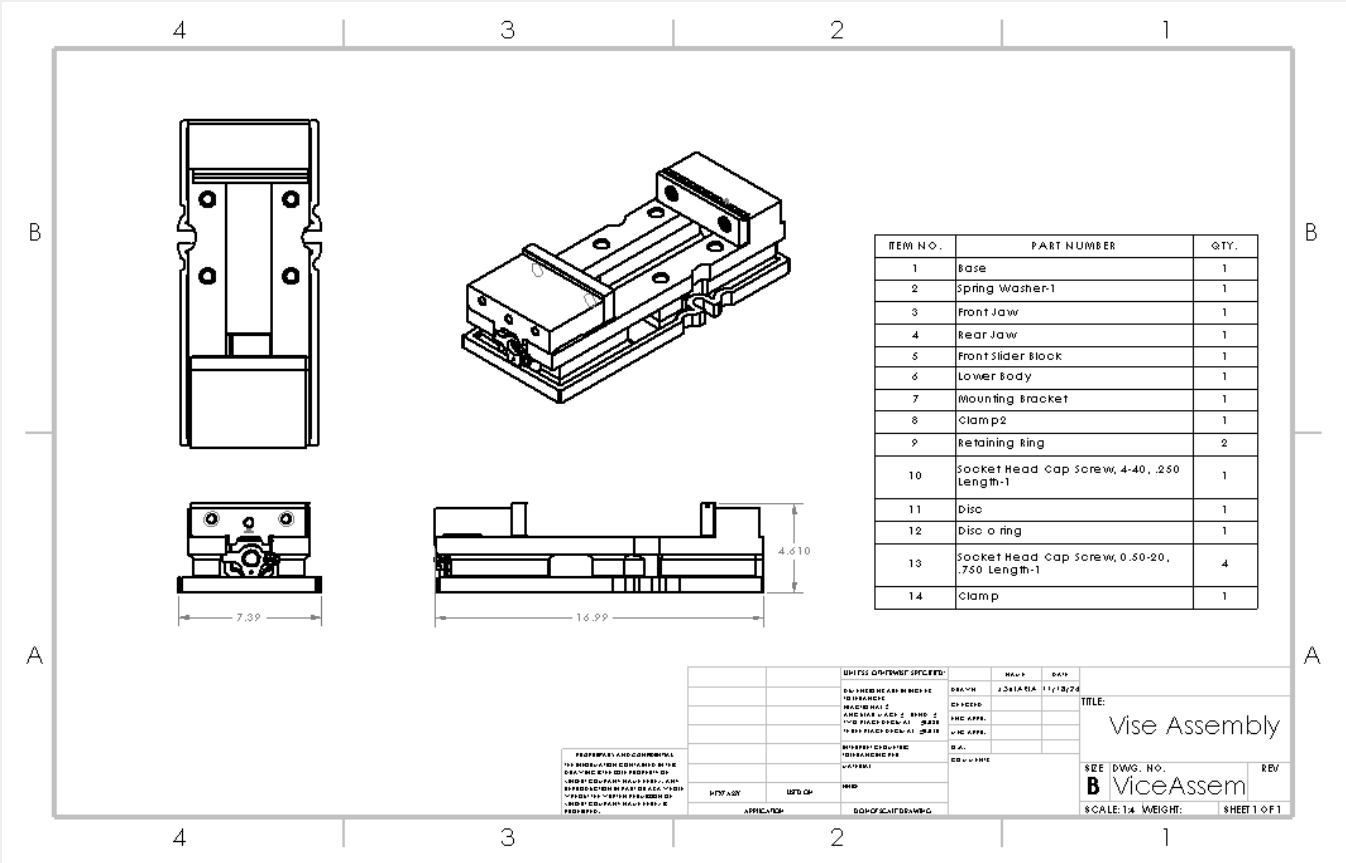
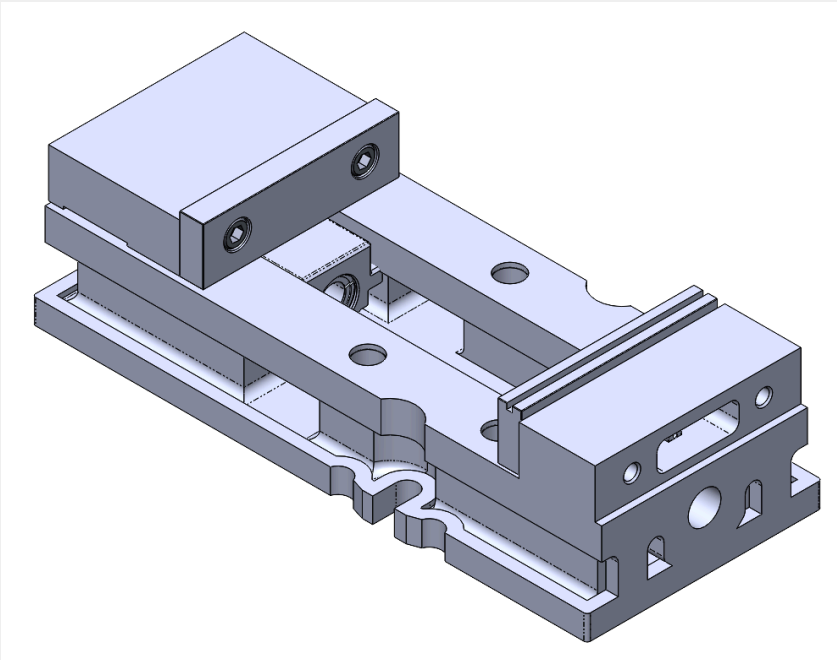
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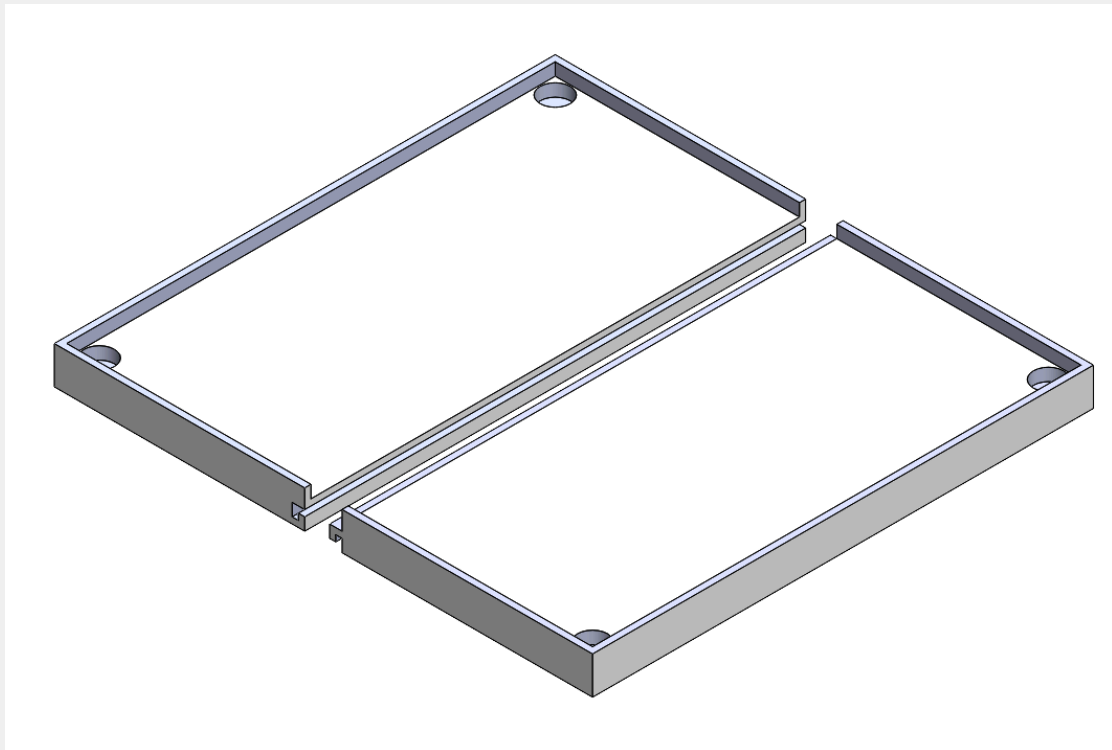
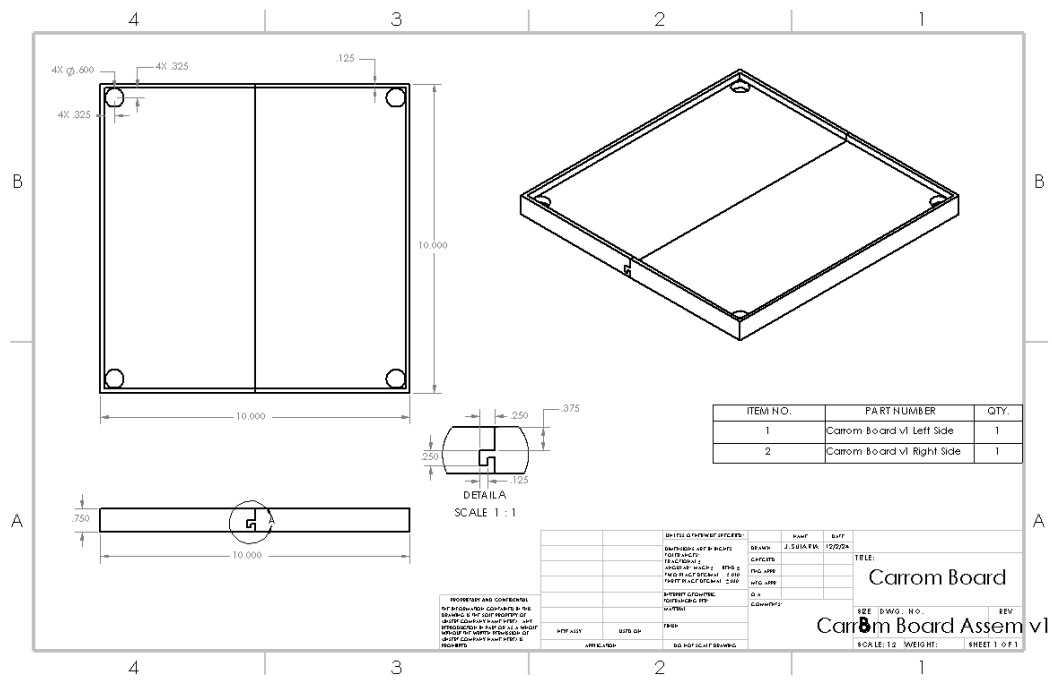
A modified bike prototype to convert the energy output by the user pedaling into electrical energy via a generator. The bike model was modified from GrabCAD and the sprockets were taken from McMaster Carr, my contribution was the bike stand and joining the sprockets with proper-sized chains. This project is ongoing and the design may be modified to have some form of charger output that users can plug their devices into.



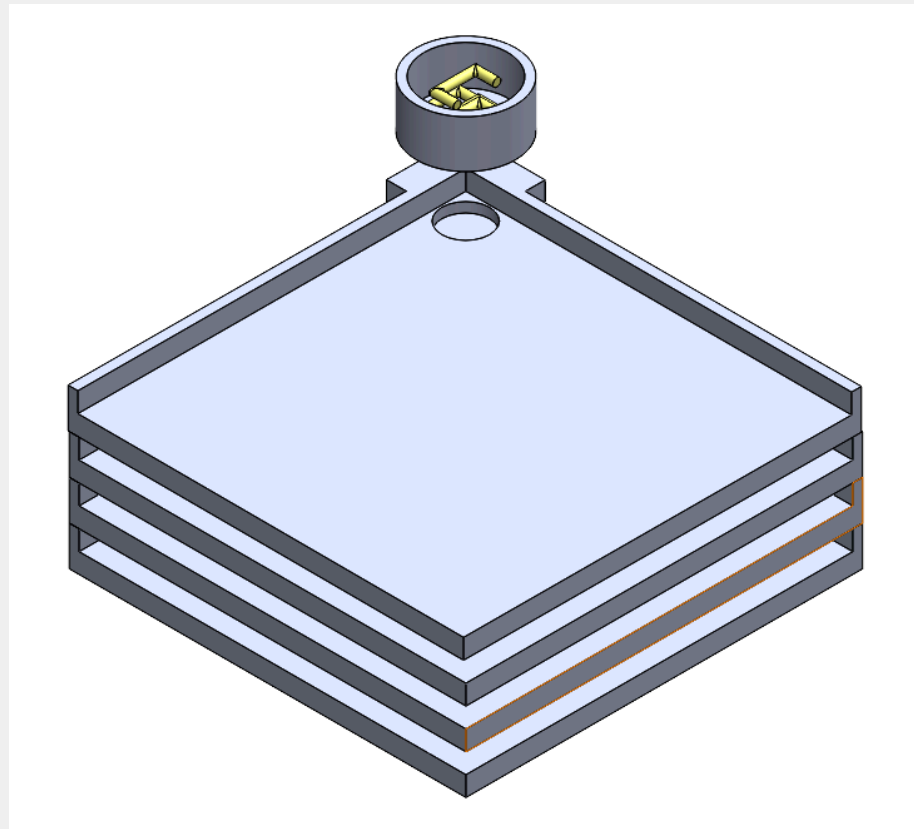
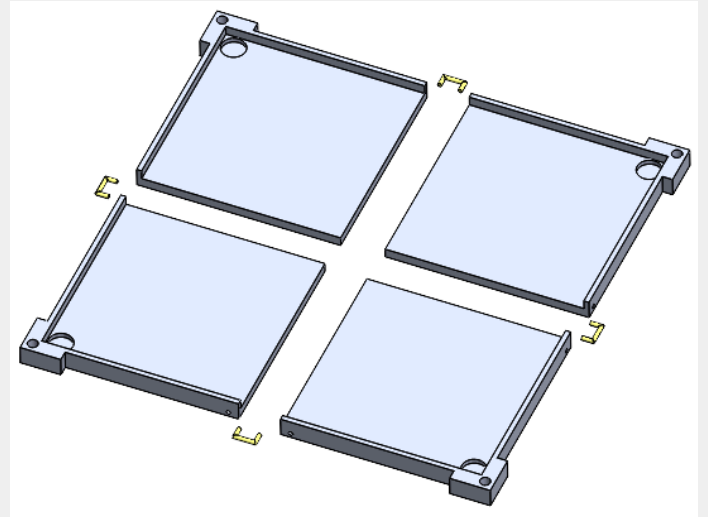
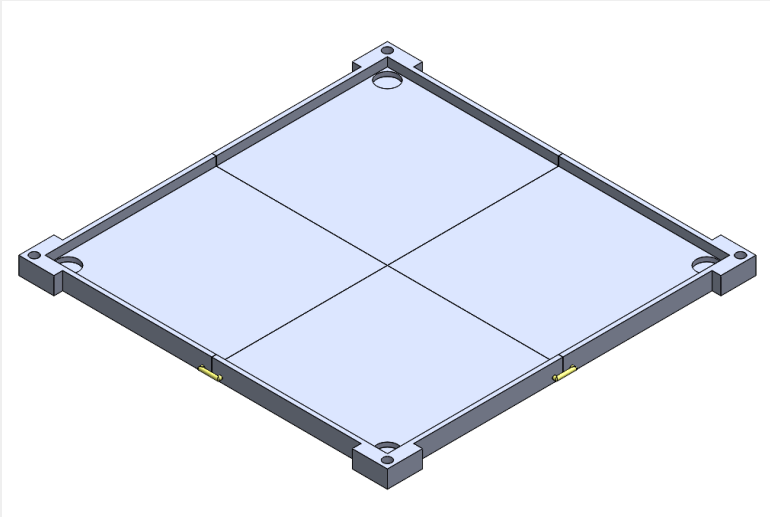
A CubeSat prototype created by me and another project member under the CalPoly Pomona Bronco Space BLADE program. I created CAD models of some of the individual parts and made small edits to the assembly. The CubeSat exterior was 3D printed and is to be launched as part of a data encryption mission.



A vice assembly for a project in a CAD class, nearly all parts were individually modeled from drawings provided. The assembly and assembly drawing were created independently by me based on a blueprint drawing provided.



This is the first version of a portable mini-sized carrom board I created, which is an Indian tabletop game traditionally played on a larger wooden board. This project was intended to be 3D printed and disassemblable so that it could more easily be stored when traveling.



This is the second version of the portable mini-sized carrom board which was modified to be even more portable by separating into four corners and connector pieces. I plan to 3D print this board along with the game pieces.