RICHARD TANG

Third Year Manufacturing Engineering Student

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TECHNICAL SKILLS

Design/Modelling	Software	Hardware
• Fusion 360/SolidWorks	• Unity, C#	• SMT / THT Soldering
• Figma	• MATLAB, C	• PCB Testing and Inspection
• Engineering Drawings/ Drafting	• ANSYS	• Waterjet Cutter

EDUCATION

University of British Columbia, Vancouver, BC — Expected Graduation: 06/2025
Bachelor of Applied Science - Manufacturing Engineering
Available for Work Term up to 16 months starting May 2024

TECHNICAL WORK EXPERIENCE

SAPA Technologies Ltd., Vancouver, BC — 06/2021 – 08/2021
Technician

- Engaged with 5+ shipping companies to verify that products arrived and shipped on time.
- Managed the intake of 100+ unique electronic components and organized into inventory.
- Regularly conducted inventory checks to minimize assembly downtime.
- Oversaw the assembly process of flexible LED light sheets, in the ranges of 1000+ weekly.
- Hand soldered 100+ through-hole components onto PCBs.
- Used software testing equipment to minimize the variation between the LED light sheets.

TECHNICAL PROJECTS

MANU 330 RC Car Course Project, University of British Columbia — 09/2023 – Present

- Participating in a comprehensive Manufacturing Engineering course, gaining hands-on experience in manufacturing process design, analysis, and mechanical design of the product.
- Elevating teamwork and professional communication skills, both in report writing and presentations.
- Developing a strong understanding of cost implications and failure analysis in manufacturing.

UBC Rocket, Student Design Team — 09/2022 - Present

- Worked with sub team to design and manufacture suborbital rocket endcaps.
- In the process of designing and assembling a filament winder .
- Done extensive research on materials such as woven carbon fiber and epoxy resin.
- Created documentation detailing the manufacturing procedures of the tanks.

Biztech & IEEE InnoVent, Case and Design Competition — 03/2023 – 03/2023

- Collaborated with 1 other engineering and 2 business students to create a physical prototype of our product, "Semi Autonomous Modular Indoor Vertical Farm" , S.A.M.I farm.
- Created the UI for the mobile app in Figma.
- Built a scaled down version of the base module using an Arduino and laser cut acrylic.
- Presented our product to a panel of “investor” judges.