DAVIN LANDRY

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EDUCATION

NORTHWESTERN UNIVERSITY Evanston, IL
Master of Science in Robotics December 2022
PURDUE UNIVERSITY West Lafayette, IN
Bachelor of Science in Mechanical Engineering May 2019
Certificate in Entrepreneurship and Innovation May 2019

PROFESSIONAL EXPERIENCE

The INSTITUTE For HUMAN MACHINE COGNITION (IHMC) Pensacola, FL
Nadia Humanoid Robot Project Feb 2020 - Aug 2021

- Assisted in the development of a high speed and high range of motion hydraulic humanoid robot funded by the Office of Naval Research
- Conducted literature review on humanoid robotic feet to design and prototype several robotic feet, incorporating bio-inspired mechanical design such as toes
- Defined requirements; commissioned the design; and tested 6-axis Force/Torque sensor for robot foot
- Honed specialized prototyping and manufacturing skills through hands on experience such as exploring different methods for laying and curing carbon fiber structures for leg components of the robot

McDERMOTT INTERNATIONAL Houston, TX
Instruments and Controls Intern June - Aug 2018

- Developed logic gates for plant-wide safety shutdown protocols for TOTAL's $1.7 billion ethylene cracker
- Iterated CAD blueprint designs for piping and instrumentation until pump systems met client standards

CHICAGO BRIDGE & IRON COMPANY The Woodlands, TX
Innovation Intern June - Aug 2017

- Produced case briefing materials on the potential market and scalability of various blockchain pilot projects
- Created and maintained the Innovation Business Unit iShare collaboration website

ENGINEERING DESIGN EXPERIENCE

Shear Haptics: Virtual Reality haptic controller 2022

- Designed and prototyped a VR haptic controller that uses shear movement in the grip to simulate weighted objects in motion and in impact
- Developed a virtual demo environment in Unity to test and demonstrate the haptic feedback capabilities

BALANCIAGA: Autonomous Ball Balancing Robot 2021

- Utilized computer vision techniques and control theory to conduct a Franka Emika Panda robot arm to balance and steer a ball on a whiteboard
- Implemented maze solving algorithm and PD controllers to control the position of the ball on the board

FLEXIWARE 2016

- Prototyped adaptive eating utensils that can be shaped to form custom grips for persons with hand disabilities such as cerebral palsy
- Visited with target customers for better user experience focused design

RELEVANT SKILLS

Design Software: CATIA V5, AutoCAD, SolidWorks, Creo, OnShape, Unity, Git, ROS
Coding Languages: MATLAB, NI Labview, C, C++, JavaScript, Python, HTML&CSS, jQuery
Presentation Software: Microsoft Office Suite, Adobe Premiere Pro
Certified in: Onshape Top-Down Design Training Course; CPR; First Aid
Extracurricular: D5 Competitive Paintball, World Travel, Snowboarding