Brady Jacobs

(407)-212-9087 - brajac709@gmail.com

2206 Dorchester Dr N. Apt 103 Troy, MI 48084

Education

Cornell University

- - Mechanical Engineering focus in Dynamics Controls, and Robotics
 - o GPA: 3.92 (4.3 scale)
- Bachelors of Science May 2014
 - Mechanical Engineering, Minor in Computer Science
 - o GPA: 4.05 (4.3 scale)

Past Employment

- Position: Product Development Engineer Applied Motion Group
- Developed cloud analytics to help predict and prevent robot downtime
 - Web interface for tracking and managing robot maintenance tasks using usage data sent from the robot
 - Developed analytic to predict reducer failure based on robot motion data from production path
- Tuned motion software for new P-40*i*A robot, working closely with mechanical engineers to meet life and reliability specifications
- Developed I/O interface for velocity and position control of axes used for process equipment
- Communicated regularly with Japanese office for product unification and testing

Research in LIMS Lab on hydraulic artificial musclesSummer/Fall 2014

- Simulated 7-link bipedal robot gait to extract forces in hydraulic cylinders
- Designed controller for dynomometer test apparatus for artificial muscle bundles and variable recruitment control strategy

Teaching Assistant for Computer System Organization and Programming Spring 2014

- Lead discussion sections and held weekly office hours for students
- Helped students to reinforce concepts such as CPU organization, assembly language, low level memory management, and optimization

• Modelled flow around small-scale vertical-axis wind turbines for different airfoils

• Taught children (ages 5 and up) self defense

Computer Skills

Programming: Java | Python | MATLAB | C | MIPS | OCaml | HTML | PHP | MySQL | Javascript | JQuery | Simulink | LabView | ROS | UNIX | AngularJS | jqPlot | C# | .NET | Apache Hadoop

CAD/Simulation: SolidWorks | ANSYS

Other: LATEX | Microsoft Office | Excel | Google Docs | Git | Clearcase

Other Experiences

3D graphics modeling and animating using Blender 3D