

Brandon Williams

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EDUCATION

Northwestern University, *Evanston, Illinois*

Master of Science Engineering Design Innovation

Anticipated December 2014

Cumulative GPA: 3.75/4.00

Bachelor of Science Mechanical Engineering

June 2013

Cumulative GPA: 3.42/4.00

COURSE PROJECTS

Human Centered Design Studio 1: Product Design

September - December 2013

Procter and Gamble, Cincinnati, Ohio

- Worked in a team to develop a next-generation product package for an established brand
- Conducted in-home user observations/interviews to understand the users' needs
- Developed multiple full-scale prototypes to test ergonomics and functionality

Human Centered Design Studio 2: Interaction Design

September 2013 - March 2014

Samsung, Seoul, South Korea

- Conducted user research for ten weeks in order to understand user needs and expectations
- Used wireframes and other interaction design prototyping tools to develop and test ideas with users
- Developed a high-level concept for a new product offering and a polished prototype of its function

WORK EXPERIENCE

Hospira Inc., Lake Forest, Illinois

June - August 2013

Engineering Design Intern

- Conducted user-focused research with multiple stakeholders including doctors and nurses
- Designed an update to a flagship product under the constraints of existing manufacturing processes
- Used 3D printing methods to create prototype parts

K2 Plastics Inc., Elkhart, Indiana

February - July 2012

Designer

- Led the design process for a prototype acoustic guitar case for Gibson USA
- Successfully collaborated with clients in multiple, off-site locations
- Used CAD models and renderings to communicate designs and engineer final parts for prototyping

TEAMWORK

Northwestern Varsity Football, Evanston, Illinois

August 2009 - December 2013

Member

- Balanced a rigorous course load with the demands of being a Division I Big Ten athlete
- Walked on to the team in 2009 and earned a starting role and scholarship in 2010
- Named Academic All Big Ten four times

SKILLS

Computer

SolidWorks, Photoview 360, Adobe Creative Suite, HTML 5, and CSS3

Physical

Wood-working, Mold-making, Metal-working, Foam Core Modeling, CNC Machining, Mock-up Generation, Plastic Injection Molding, and Vacuum Forming