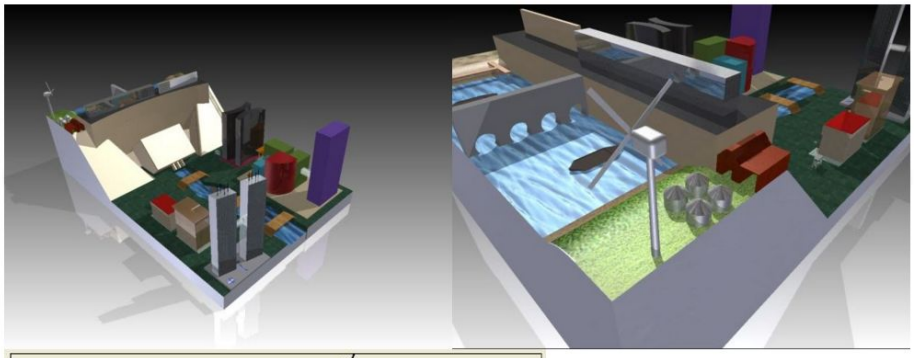
- Projects
    - choose projects in which you had an integral role and/or you demonstrated growth/learning that highlight each of the following
        - technical/professional writing
        - design creativity
        - at least two specific skills learned that pertain to your area of interest (for example - programming samples for computer sciences, machines for mechanical, etc.)
    - for each project provide the following
        - name of project, name of course if done for a class
        - date(s) of project
        - brief paragraph describing the project objective, your specific role in the project, what you learned, challenges your overcame, highlight teamwork/leadership skills exemplified
    - include images that highlight your work and links to full project documentation

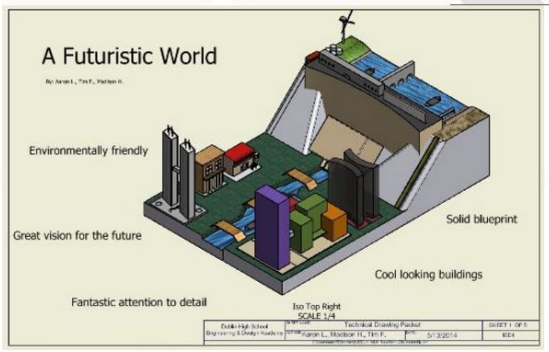
Examples:

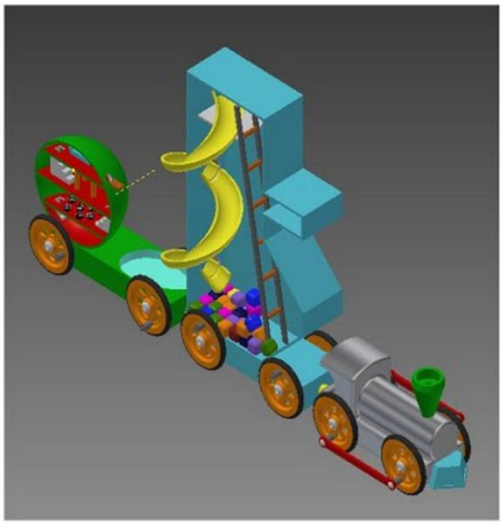
Another World

April 2014 - May 2014, Introduction to Engineering Design

The objective of this project was to create a futuristic world in Autodesk Inventor. My team decided to make a fully functioning world with diverse buildings and cutting-edge architecture. The World itself is environmentally friendly as well since it is able to produce hydroelectric power. Features of the city include: a farm, bridge, boat, dam, supermarket, city hall, bus stop, apartment building, business sky rise, windmill, and hospital. We used this project as a way to develop our skills in Inventor by creating intricate buildings that had a meticulous attention to detail. The world is also very compact to make it easy for the residents go from their house to work and run errands. The boats and buses are the only transportation in the world, which reduces congestion and emissions. My role was to create the bus stops, apartment complex, supermarket, and city hall. I was also responsible for the technical drawings. My team also created a video to highlight our project.







Project: Autodesk Train
Course: IED (Introduction to Engineering Design)
Duration: Approximately 2.5 months (November 2012 – mid January 2013)
Objective: Model a train engine precisely and design and create two more train cars.
Type of Project: Individual Project

For the train project, I had to first design the engine, for which I was given a packet with dimensions for the engine. I was also given Instructions on how to create the assembly on Autodesk Inventor. Then, I was told that I also had to create two additional train cars for my engine and given a basic Design Brief Presentation. This would essentially be an online train that kids could download and play with on the web. After creating the train, I had to create a video of the Train Driving as well. The theme of my whole train was basically entertainment for children, consisting of everyday items that children everywhere enjoy. The first train car was in the shape of a penguin, and had a big spiral slide that landed into a foam pit. The second car was an obstacle course with four different levels of fun. Its exit was a diving board which led the child to jump into a swimming pool. I had to Document this project as well as most of my other ones. I scored really well on this project because my train met the criteria on the Rubric. Through this project, I learned some advanced modeling features on Autodesk, and I also learned how to fully constrain sketches and how to add drive constraints to a vehicle.