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BRYCE M. DUGGER

EDUCATION

UNIVERSITY OF WASHINGTON CODING BOOT CAMP, SEATTLE, WA

Graduating February 2020

WASHINGTON STATE UNIVERSITY, PULLMAN, WA

Bachelor of Science in Mechanical Engineering
Graduated May 2017

EXPERIENCE

HARGIS ENGINEERS, MECHANICAL CONSULTANT, SEATTLE, WA
JUNE 2017 - CURRENT

- Associate Project Manager, Lead Mechanical Designer, Prototype Manager for two NDA programs for leading tech company.
- Design the mechanical systems that serve buildings using technical expertise.
- Act in the owner's best interests to provide a cost effective, efficient, and sound design.
- Coordinate design and communicate with architects and other engineering trades with the aid of 3D CAD software.

WASHINGTON STATE UNIVERSITY, RESEARCH ASSISTANT, PULLMAN, WA
AUGUST 2016 – MAY 2017

- Designed testing structures using 3D CAD modeling software.
- Conducted rapid prototype creation using 3D printers and performed preliminary tests.
- Findings reported in weekly meetings.

HOLLAND AND TERRELL LIBRARIES AT WSU, CLERICAL ASSISTANT 3 (STAFF ASSISTANT), PULLMAN, WA
JANUARY 2014 – MAY 2017

Promoted to Staff Assistant May 2016. Addressed patron questions, processed library materials, served as a manager for the other student employees, and performed additional, technical tasks.

PROJECTS

PROTOTYPE MANAGER FOR TWO OF LEADING TECH COMPANY'S RETAIL PROGRAMS,
HARGIS, JANUARY 2018 - CURRENT

Manage two project prototype and record design changes to accomplish mass production of NDA retail programs. Review finished projects and owner feedback to add relevant changes to program for future projects. Emend projects in production to reflect design changes. Create weekly bulletins to share and discuss changes with the team. Design these stores using the prototype.

TAMBARK CREEK AND FIRGROVE ELEMENTARY SCHOOLS, HARGIS, AUGUST 2017 - CURRENT

Designed the HVAC, hydronic, plumbing, and fire protection systems. Delivered cost opinions, reviewed submittals, wrote on-site observation reports during construction, coordinated equipment location with the architect and structural engineers using 3D modeling software - Revit.

HUNGRY, HUNGRY ROBOTS, MECHATRONICS, WASHINGTON STATE UNIVERSITY, OCTOBER 2016

Used C/C++, CAD modeling, and 3D printers to design a robot that searches for, approaches, captures, and returns a ball to the correct location using various sensors and motors wired to a motor shield.