Connor Geshan

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Education	**Master of Science in Mechanical Engineering** December 2023

Education

Master of Science in Mechanical Engineering   December 2023
Concentration in Robotics and Control Systems
GPA: 4.0/ 4.0
Carnegie Mellon University, Pittsburgh, PA
Current Courses: Computer Vision, Bio-inspired Robotics, Humanoid Robotics, Space Robotics, AI/ML, Adv. Engineering Computation (C++)

Bachelor of Science in Mechanical Engineering   May 2022
Concentration in Mechatronics   **Minors: Computer Science & Mathematics**
Western New England University, Springfield, MA
Courses: Design Mechatronics System, Electrical Energy Systems, Software Design

Overview

I am a highly motivated and detail-oriented Engineer with a strong passion for programming. I am actively seeking a full-time position where I can leverage my Mechanical Engineering foundation and programming skills in a software role.

Skills

Programming: C++ (including OpenGL), Python, CMake, Git, Arduino, Visual Basic
Engineering Software: SolidWorks, NX, MATLAB, LabVIEW
Additive Manufacturing: 3D Printing, CURA

Work Experience

Research and Development Intern   June 2021 – August 2021
Callaway Golf. Carlsbad, CA
- Utilize Python to enhance usability and efficiency of Graphical User Interfaces (GUI)
- Designed and supported patent initiative for putting alignment aid
- Generated data manipulation Excel Sheets using Visual Basic to study the effect golf ball properties have on performance

Engineering Intern   October 2020 – April 2021
Callaway Golf, Chicopee, MA
- Created and programmed RFID based automated tracking system (Arduino)

Teacher's Assistant - CMU/WNEU   August 2019 – Present
- Engineering Computation course based in C++

Projects

CMU G.H.O.S.T. Jelly - Biomimetic Jellyfish Soft Robo   January 2023 - May 2023
- Programmed control system for electromagnetic actuation system (Arduino)
- Won Best Overall Project at CMU Mechanical Engineering Design Expo

CMU Unoptimized - Voxelization Application (C++)   January 2023 - May 2023
- Developed binary stl import and export functionality
- Handled all OpenGL rendering of stl files and voxelized structures
- Build applications user interface (wxWidgets) and implemented its functionality
- Assisted in depth-first search algorithm for merging voxels

CMU PRISM Ranger   September 2022 - December 2022
- Perception Deputy of Surface Mobility Team

WNE Rabbit & Snitch Robot Competition   August 2018 – December 2019
- Developed one remote-controlled seeker robot and one autonomous avoidance robot

Activities

NCAA Athlete – Men's Ice Hockey – Western New England   2018-2022