



# Delaney Charney

## Project Engineer

Technically minded and a creative thinker interested in pushing the envelope of engineering. Works well in high stress environments where required to problem solve with limited time and resources. Strong communication skills developed through managing high risk technical projects and facilitating cross discipline communication. Experience writing, executing, and witnessing tests for FAT, SAT, and other commissioning activities. Familiar with American and European design standards.

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## WORK EXPERIENCE

\*See LinkedIn for complete work history.

### Engineer

Universal Creative

*December 2018 - Present*

Principal Ride Engineer for a confidential Universal Project.

- Responsible individual for multiple ride vendors.
- Managed vendors and stakeholders to stay ahead of schedule and under budget.
- Negotiated the addition or removal of scope based on constantly evolving project requirements.
- Facilitated communication across multiple disciplines.
- Reviewed design packages and worked with vendors to resolve open items.
- Evaluated vendor designs for compliance with both internal and industry standards (ASTM F2291, DIN EN 13814, EC3, FKM).
- Conducted in house mock ups for creative buy offs, containment testing, etc.

### Experience Development Engineer

Oceaneering Entertainment Systems

*August 2016 – November 2018*

Worked at Oceaneering Entertainment systems in the show programming and development group.

- Scripted tools in 3ds Max for biometric analysis, throughput, facility feasibility, etc.
- Developed tools in Python and JavaScript to transfer data across various platforms, generate technical documents, and run analyses.
- Provided on-site support for navigation control systems of automated guided vehicles.
- Acquired and interpreted data live for troubleshooting.
- Performed live tuning of ride vehicle routes and motion profiles for creative, mechanical, and safety purposes.
- Composed and executed FAT and SAT plans along with other safety-related analyses and risk assessments.
- Marketed new technology by creating and running demos with potential customers.

## SKILLS

### Technical

- |                  |              |
|------------------|--------------|
| ➤ AutoCAD        | ➤ Python     |
| ➤ 3ds Max        | ➤ MATLAB     |
| ➤ SOLIDWORKS     | ➤ VMware     |
| ➤ Linux (Ubuntu) | ➤ JavaScript |
| ➤ RSLogix        | ➤ HTML       |

### Personal

- |                     |                |
|---------------------|----------------|
| ➤ Communication     | ➤ Teamwork     |
| ➤ Trouble Shooting  | ➤ Leadership   |
| ➤ Critical Thinking | ➤ Analytical   |
| ➤ Public Speaking   | ➤ Adaptability |

## EDUCATION

### Mechanical Engineering, BS

Bucknell University, 2016

Physics Minor

*Class of 2016*

Rowland E. Bell Dean Scholar

Notable Courses: Mechatronics,  
Creative Systems Design,  
System Dynamics, Vibrational Analysis

## CERTIFICATES

Fundamentals of Engineering:  
Mechanical

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## INTERESTS

- |                  |           |
|------------------|-----------|
| ★ Running        | ★ Soccer  |
| ★ Figure Skating | ★ Puzzles |
| ★ Lock-picking   | ★ Singing |
| ★ Travel         | ★ Baking  |