

DAN BISH

JOB HISTORY

Uncharted Power

Mechanical Engineering Consultant

July 2018 - present

Mechanical Engineer

June 2015 - July 2018

Product Development Associate

May 2014 - June 2015

- Work on multidisciplinary teams to design, develop, and evaluate new and existing energy harvesting products, at times acting as lead engineer.
- Prototype energy harvesting products, including longboards, textiles, modular wheels, strollers, shopping carts, floor panels, cricket balls, and speed bumps.
- Presenter for U.S. Department of State's speaker program in Swaziland about STEM and entrepreneurship.
- Named as inventor on 3 pending utility patents.
- Created demos and pitched to investors during record-breaking Series A funding round.
- Consult for external companies as an energy harvesting expert.
- Taught the company's STEM curriculum to students domestically and abroad.

Hone Research Group at Columbia University

Lab Assistant

January 2014 - May 2014

- Aided in developing novel approaches for the synthesis of graphene through chemical vapor deposition.
- Planned new methods for testing and preparing graphene.

SKILLS

Engineering

- SOLIDWORKS, PDM, Inventor, Labview, Arduino, MATLAB
- Prototyping, Milling, Lathing, Laser Cutting, 3D Printing, Soldering, SLS, Die Casting, Molding, Woodworking, Pneumatics, Product Testing, User Experience Testing, Human Centered Design, Sketching, Drawing, GD&T, FEA, Sourcing

Other

- Spanish Proficiency, Ability to Work Under Pressure, Self-Motivated, Adaptability, Collaborative, Good Communication Skills

EDUCATION

Columbia University School of Engineering and Applied Sciences

B.S. Mechanical Engineering *May 2015*