

# DANA LYNN LANSIGAN

Phone: (949) 381-8414  
Email: dlansigan@berkeley.edu  
LinkedIn: <https://www.linkedin.com/in/dlansigan>  
Website: <https://dlansigan.github.io>

---

## EDUCATION

- University of California, Berkeley** — Berkeley, CA — GPA 3.91 *May 2019*  
♦ Pursuing Bachelor of Science in Mechanical Engineering
- Irvine High School** — Irvine, CA — GPA 4.58 *June 2015*  
♦ Ranked in top 9% of class of 400

---

## TECHNICAL SKILLS

- ♦ Skilled in AutoCAD, SolidWorks
- ♦ Self-taught in HTML, CSS, jQuery, BASIC, C, and Java
- ♦ Experienced in Matlab

---

## COURSEWORK

- ♦ E 25 Visualization for Design and AutoCAD
- ♦ E 26 SolidWorks (planned)
- ♦ E 27 Manufacturing and Tolerancing
- ♦ E 7 Matlab
- ♦ CS 61A Python (planned)

---

## LAB EXPERIENCE

- Undergraduate Researcher** *February 2016 - present*  
**Design for Nanomanufacturing Lab, University of California Berkeley**  
♦ Prepared semiconductor chip samples and stamps using a spin coater and UV aligner  
♦ Collected video data for nanoimprint lithography research using Matlab and Thorlabs components

---

## ACTIVITIES

- Co-Emppennage Lead, Internal Affairs** *September 2015 - present*  
**Aero Design Society of Automotive Engineers (SAE)**  
♦ Modeled empennage designs with SolidWorks  
♦ Employed woodworking skills to construct model airplane for competition  
♦ Designed and coded professional team website
- Engineering Representative Intern** *September 2015 - present*  
**Pilipino Association of Scientists, Architects, and Engineers (PASAE)**  
♦ Assisted in assembling monthly engineering newsletter for organization  
♦ Facilitated academic and cultural workshops for high school students during Filipino Empowerment Day and Senior Weekend

---

## PROJECTS

- CalCase** *May 2016*  
♦ Designed and manufactured a phone case that holds a credit card, an ID card, and a key ring  
♦ Modeled with SolidWorks and 3D printed with Stratasys Objet printer  
♦ Applied tolerances for desired fits derived from machinist's handbooks  
♦ Worked with teammates to optimize design and manufacturing process
- Band Transitions** *April 2016*  
♦ Collaborated with teammates to conceive an algorithm that optimizes marching band transitions  
♦ Implemented using Matlab
- Space Travel** *Summer 2015 - present*  
♦ Used Java to develop original 2D puzzle-adventure game  
♦ Designed game art with Adobe Photoshop

---

## AWARDS & HONORS

- Banatao Scholar, Asian Pacific Fund** *April 2015*  
♦ Yearly scholarship awarded to five outstanding Filipino-American students pursuing STEM degrees
- UC Berkeley College of Engineering Dean's Honors List** *Fall 2016*  
♦ Academic honor awarded to engineering students with a GPA in the top 10% of undergraduates in the College of Engineering