

CRAIG DURKIN

Education

Georgia Institute of Technology, Atlanta, GA

- BS (*with Honors*) in Materials Science and Engineering, May 2006
- MS in Materials Science and Engineering, December 2007
- MS thesis topic: *Low-cost continuous production of carbon fiber-reinforced aluminum composites*

Experience

Lead Engineer, nGimat Co., 2009-2013

- Designed, fabricated and programmed process control systems for commercial scale-up of an automotive glass coating project
- Conducted materials research and developed the equipment to transform a laboratory-scale plastic film coating project to a high-speed continuous industrial process (currently in commercial scale-up)

Co-Founder, Chipero, 2013-2016

- Developed a mobile app to help tree service companies dispose of waste wood chips by connecting them with local gardens.
- Scaled it to several customers across 5 different states

Co-Founder, Comingle, 2014-2016

- Successfully crowd-funded over \$60,000 for developing an open-source, consumer electronics toy
- Created the entire technology stack for the toy: designed and laid-out the circuitry (4 separate PCBs), developed the software (Arduino/C) for the microprocessor (Atmega32U4), and developed the front-end (Ember) and back-end (Rails) software for the toy's app
- Partial delivery of toys, but had to shutter company from funding problems and patent troll lawsuit (winner of EFF's July 2015 Stupid Patent of the Month)

Co-Founder & Board Chair, Concrete Jungle, 2009-present

- Entirely volunteer-run for 6 years, donating over 36,000 lbs. of fresh, local, organic produce from urban fruit trees to local homeless shelters.
- Hired our first staff in 2015, raising over \$50,000 from our first fundraising campaign.
- Created one of the first-ever maps of urban fruit trees which has now grown to over 2,800 trees in Atlanta alone.
- Forged an ongoing collaboration with Georgia Tech to create new technologies (drones, remote gas sensors) to grow our operations and improve logistics

Associate Producer, *Hacking the Wild (Science Channel)*, 2016-2017

- Provided technical and creative consultation for a science-based survival television show
- On-set support and builder

All of ITP, 2017-present

- Currently building an app to develop riding routes for cyclists

Contact Information

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Skills Overview

Prototyping & process development

Well-versed with fluid-handling and flow-control hardware, machining, 3D printing, casting/mold-making, composite production, motor control, basic PCB design, electromechanical automation

Software development

Several years experience with modern development practices, including development of REST APIs, single-page apps, containerization, and test-driven development.

Extra Skills

Ruby/Rails
LabView
EAGLE
EmberJS
UNIX/Linux
Arduino/RaspberryPi development
TCP/IP
Spanish proficiency
Materials analysis (SEM/XRD)
Basic machine learning techniques
PostGIS

Online

github.com/durkie
www.highcube.org