

Evan Bruins

Mechanical Engineer Student

Current Senior studying Mechanical Engineering with project experience working solo and in teams. Quick to learn and adapt to new challenges, with a love to design and create quality work.

+1(503) 268-9254

ecbruins@gmail.com

linkedin.com/in/evan-bruins-13a0992a8/

<https://portfolium.com/EvanBruins>

RELEVANT EXPERIENCE

Intel, Portland OR — Mechanical Design Intern

AUGUST 2024 - NOVEMBER 2024

- Supported development of Intel's next-generation Thermal Frame Loading Mechanism (TFLM) for CPU-to-socket mounting in server platforms
- Designed test fixturing in Creo to measure axial shear forces of various thermal interface materials (TIMs)
- Developed and executed a custom testing procedure to collect data
- Analyzed test results in Excel to inform design improvements

SKILLS

- Solidworks Certified
- PTC Creo
- Microsoft Excel
- Matlab
- Problem Solving
- Teamwork

EDUCATION

George Fox University, Newberg OR - B.S. Mechanical Engineering

GPA - 3.6

AUGUST 2022 - PRESENT (GRADUATION MAY 2026)

LANGUAGES

English - Native Language

Spanish - Conversational

Universitat Politècnica de València, València Spain - Study Abroad

Immersed myself in Spanish culture while taking a full engineering course load.

JANUARY 2024 - MAY 2024

RELEVANT COURSES

Heat Transfer

Machine Dynamics and Vibrations

Fluid Dynamics

Design of Machine Elements

Controls

PROJECTS

Oscillating Air Engine — Solo Project

Freshman engineering project to design and fabricate an air engine. I optimized mine for speed, and came first in that category.

Electronic Gauges — Group Project

Worked in a team of 4 to model, code, and fabricate a gauge display using arduino. I worked to primarily develop the electronic components and code.

Custom RC car — Personal Project

Prototyped multiple iterations of an RC car model designed in Solidworks, integrating my design with specific electronic parts to optimize performance.

CLUBS

EMS - Engineering missions club

Formula Fox - RC racing club, current treasurer