Frederick Goh

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(519) 501-3099

WORK EXPERIENCE

University of Waterloo
Jan 2015 – Apr 2015,
Jan 2016 – Jul 2016

Anatomy Lab Teaching Assistant

Prepared and presented key concepts on cadavers. Facilitated an engaging experience by asking leading questions and tying concepts to real-world applications.

University of Waterloo
Sep 2014 – Dec 2014

Intro to Biomechanics Teaching Assistant

Guided and encouraged participation for students' exploratory lab experiences. Provided constructive feedback in-person and on lab reports and exams.

Baylis Medical Company
Jan 2013 – Apr 2013

R&D Endovascular Engineering Assistant

Developed prototypes and manufacturing protocols for catheters; trained production staff. Coordinated 3 concurrent projects for different supervisors.

Sunnybrook Health Sciences Centre
May 2012 – Aug 2012

Medical Device Design Assistant

Developed a custom test jig and code to assess distortion in catheter devices. Executed an engineering design process to create CAD models for a surgical support table.

University of Waterloo
Sep 2011 – Mar 2012

Mechanical Research Associate

Confidently presented research, calculations, and simulation results to stakeholders for different industry partners.

University of Waterloo
May 2010 – Aug 2010

Biomechanics Research Assistant

Dissected, prepared, and tested human ligament specimen; analyzed their mechanical properties under different conditions.

EXTRACURRICULAR

University of Waterloo Badminton Club
May 2010 – Jul 2017

Director

Led exec teams with focus of retention and sustainability. Fostered club brand through logo design, marketing video, and banner projects. Continually improved member experiences through new event ideas and improving user flow.

EDUCATION

Biomechanics
University of Waterloo
(2014 – 2017)
Master of Science, Kinesiology

Mechanical Engineering
University of Waterloo
(2009 – 2014)
Bachelor of Applied Science, Honours, Coop (with Distinction)

SKILLS

Sketch
InVision
HTML | CSS
MATLAB | NI Labview | R Studio

INTERESTS

Design | Human Factors | UI/ UX | Gamification | Prosthesis