

# Jessica Lambert

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## SUMMARY

Experienced design engineer with 4 years of experience in rapid prototyping, 3D printing, CAD modeling, and project management. Skilled in creating designs that meet customer specifications and market requirements. Seeking a position as a Product Design Engineer to leverage expertise in product design and development.

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## EXPERIENCE

### Student Design Engineer

#### Techhelp

December 2020 – Present, Boise, Idaho

- Identified client needs, developed prototypes and documented feedback of design changes by using effective prototyping.
- Design innovative solutions for clients with other teammates.
- Managed workload and design decisions between interdisciplinary teams by utilizing cross-functional team management skills.
- Improved component cost through the use of alternate design for manufacturing methods like lost wax casting and injection molding.
- Successfully maintained FDM and SLA 3D printers, by performing preventative maintenance, responding to machine breakdowns, and providing training to other users.

### Studio Supervisor

#### Boise State College of Engineering Engineering Innovation Studio

June 2019 – May 2021, Boise, Idaho

- Trained students to become certified in workshop tools including: bandsaw, drill press, CNC lathe and mill, welding, and plasma cutting, by hosting one-on-one orientation sessions.
- Revised and maintained safety training manuals for workshop tools.
- Managed online learning course materials and assessments.
- Served as a resource for students, helping them to make their ideas come to life through 3D Printing, Laser Cutting, Plasma Cutting, and more.

### Student Mentor

#### TRIO Educational Talent Search

April 2020 – December 2020, Boise, Idaho

- Led the planning and coordination of five STEM outreach events for underserved high schools.
- Mentored high school students in completing college applications, and coaching them on writing essays for college scholarships.
- Designed a remote introductory STEM course and communicated with 15 high school students via email, Zoom, and Slack to provide feedback on coursework, answer questions, and clarify expectations.
- Created an interactive data visualization presentation highlighting the impact of grant funded events over the last 5 years, by collecting and analyzing survey data and implementing in Press.

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## EDUCATION

### Bachelor of Science in Mechanical Engineering

Minor in Computer Science • Boise State University • Boise, Idaho • 2023 • 3.75

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## COURSEWORK

### Introduction to Mechatronics

Boise State University • 2022 • Teamwork, Electrical Engineering, Mechatronics Design, System Design, Coding, C++, Program Design

Developed an embedded system for bicycle safety utilizing Teensy microcontroller to monitor user gestures, environment lighting, and control lighting on modified garment.

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## INVOLVEMENT

### Mentor

Boise State University • FIRST Robotics • May 2019 – Present

- Mentored a team of 15 high school students in the design and build of robots for the FIRST Robotics design competition.
- Assisted in scholarship writing and resume building for students.
- Supervised build space and ensured safe conduct during meetings.

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## SKILLS

Java, C++, Solidworks, Fusion 360, Rapid Prototyping, CAD Modeling, Solidworks Simulation, Adobe Photoshop, Adobe Illustrator, Fabrication, Design, Product Design, Systems Design Technical Skills: 3d Printing, CAD Modeling, Resin Printing, Wax Casting, CNC Machining, Soft Skills: Project Management, Planning, Budget, Coordination, Resource Allocation, Projection, Proposal Writing