



Joshua Hanneson

Bio

Joshua Hanneson is a recent graduate in Nanotechnology Engineering at the University of Waterloo. He is constantly learning new skills and excels at designing experiences for people. His past design experience includes web development, CAD design, and animation.

Experience

- Process Engineering, GMP Engineering (Jan 2022 – Aug 2022)
- Project Coordinator, Colleaga (Sep 2021 Apr 2022)
- Mechanical Engineering, Maratek (Jan 2020 – Apr 2020)
- Business Systems Analyst, CIBC (May 2019
 Aug 2019)
- Industrial Engineering Assistant, Alumicor (Jun 2018 – Aug 2018)

Skills

- CAD Design (AutoCAD, Solidworks)
- 3D Modelling (Blender, Maya)
- Programming (Python, C++, MATLAB, C#, HTML, VBA)
- UX Design (writing user stories, use cases, and designing wireframe mock-ups)

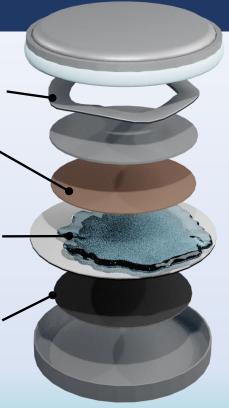
ARCTIC Lithium Batteries

Compression Spring

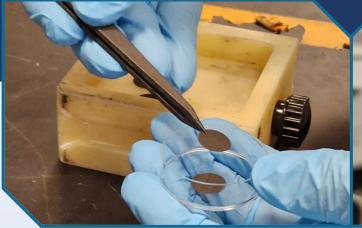
Anode (TCMB Coated Copper)

Electrolyte (LiTFSI in 1,3-dioxolane)

Cathode (LCO Coated Aluminum)



Anode Casting

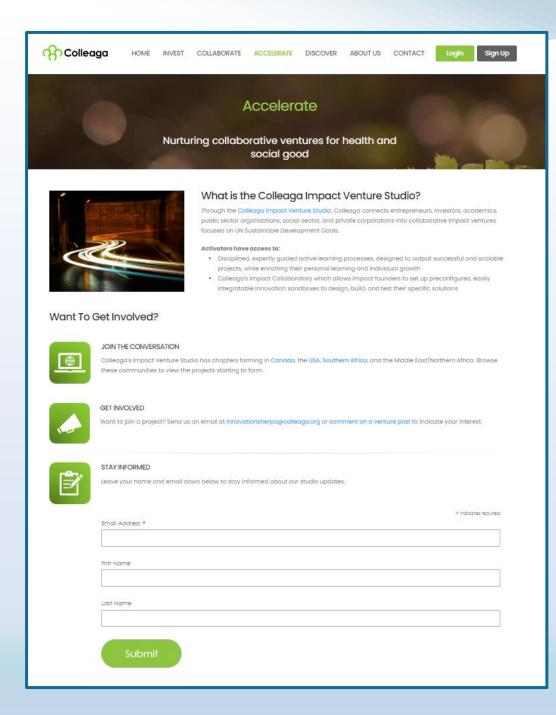


Final Product



Battery Cell Design

This Li-ion battery was designed with a modified electrolyte and anode for superior performance at -20°C conditions. Lithium-ion diffusion is improved through a porous TCMB carbon structure.



Website Design

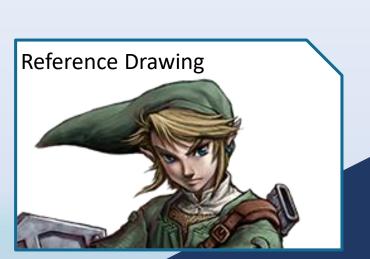
This webpage was mocked up in InVision and then published using the Drupal framework. Three different call-to-actions are displayed on the page to increase engagement for different users.

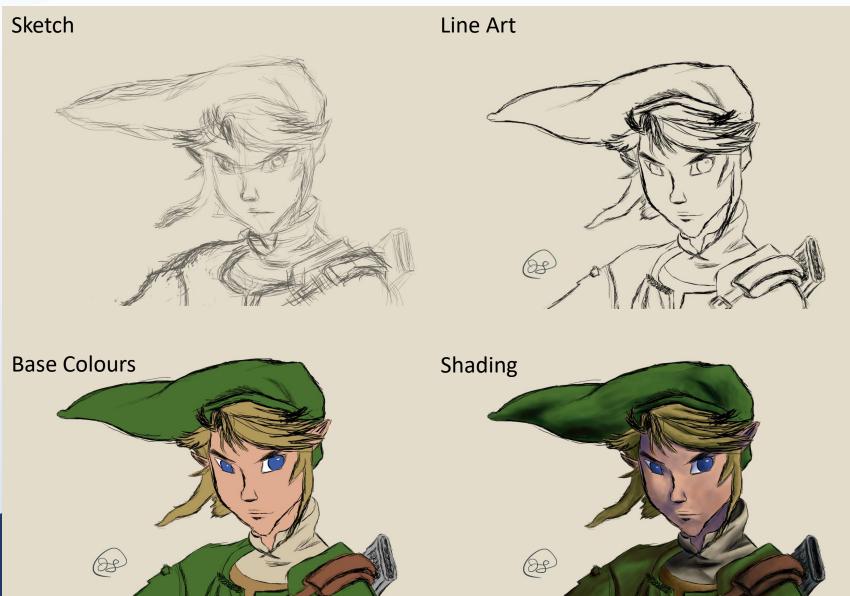


Icons are used to quickly convey information to the user.

Digital Art

This drawing is a study in digital colouring and shading based off of a reference shown below.



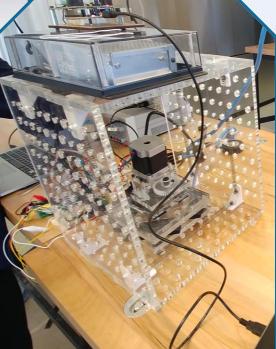


Scanning Tunneling Microscope

CAD Rendering

This STM was designed using low budget parts. It operates by scanning an atomically-sharp titanium tip over the sample surface and measuring the resulting electron tunnelling current.

Final Product



Scanning tip

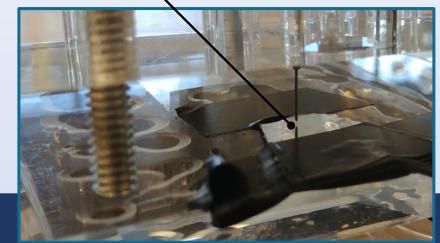
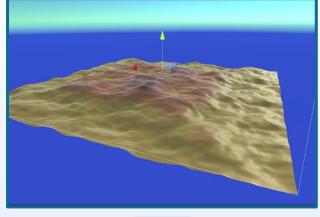


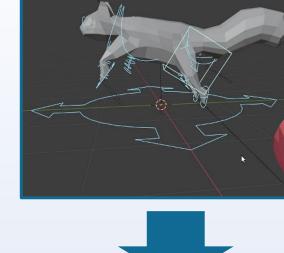
Image capture of grooves on a CD surface



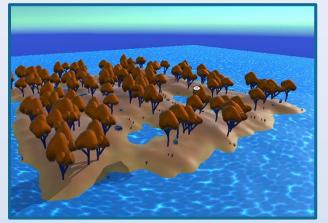
Video Game Development













Colour Concept

Procedural Generation

Contact Information

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