

2026

portfolio

Julie

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New York, New York

Hello, I'm Julie

I've been designing things for as long as I can remember. As a kid, that meant cutting up old clothes to make outfits for my stuffed animals, building tiny closets for my dolls, and eventually convincing myself I could build real furniture.

Somewhere along the way, that instinct to make and tinker grew into CAD models, prototypes, experiments, and systems that have to work in the real world. I'm drawn to projects where creativity meets engineering, where thoughtful design and functionality coexist.

Today, I approach engineering the same way I always have: with curiosity, hands-on problem solving, and the belief that good design should feel intuitive, intentional, and human.



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ongoing, 2026

water wheel desalination pump

Conceptualized and engineered a boat-mounted water wheel system to passively power a desalination pump using river or tidal flow. Designed to reduce external energy input while maintaining steady flow and pretreatment compliance.



Technical Highlights

- Designed hydrodynamic paddle geometry for torque generation
- Analyzed flow rate vs rotational speed to size pump coupling
- Considered cavitation, debris loading, and marine corrosion
- Researched U.S. flow & pretreatment regulatory requirements

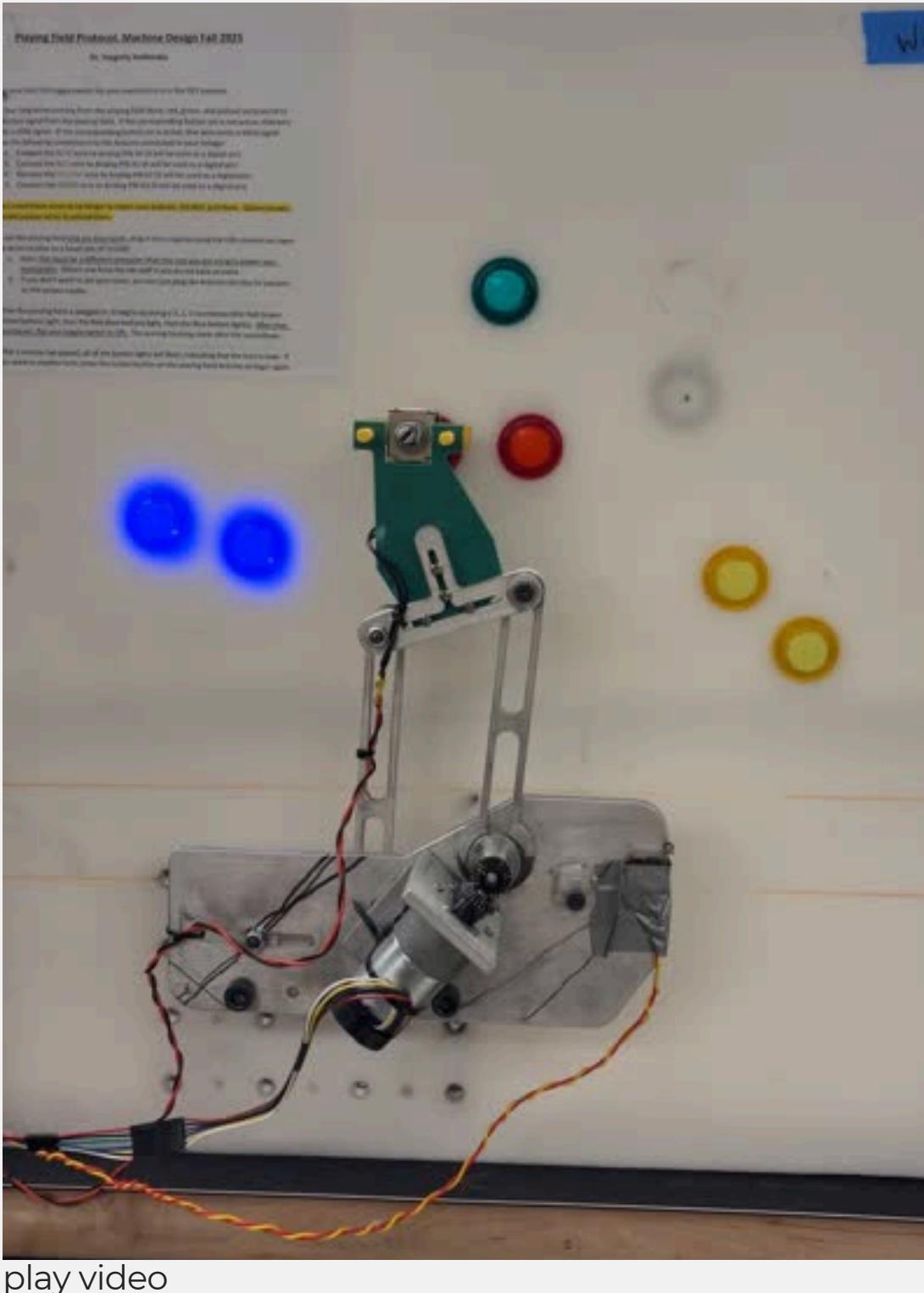
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button pressing linkage

Designed and machined a single-motor linkage system to autonomously press color-coded arcade buttons under strict volume, transmission angle, and control constraints. Achieved a highest performance score of 120 points in 1-minute trials.



Technical Highlights

- Designed a low-inertia four-bar linkage for rapid button travel
- Machined aluminum precision-aligned linkages, spacers, brackets & ground plate
- Implemented closed-loop motor control using Arduino

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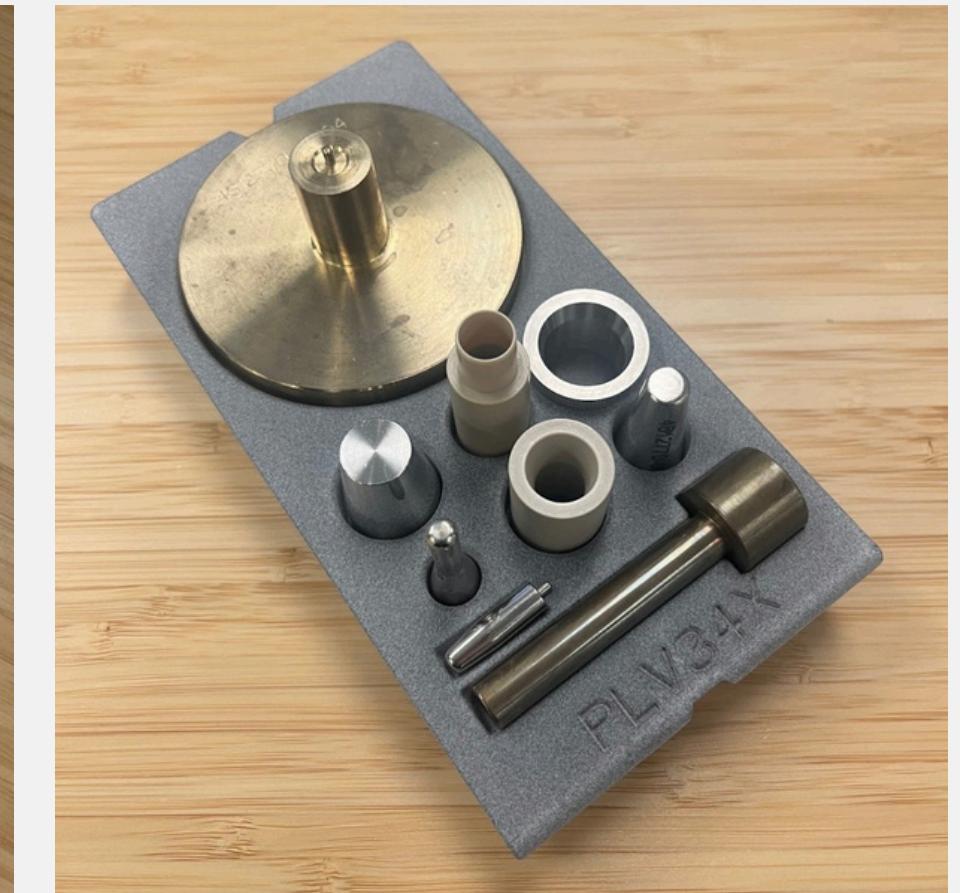
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FOD free kits

Designed foreign object debris (FOD)-controlled tool kits for aerospace production to prevent contamination and improve assembly reliability.

Technical Highlights

- Modeled shadow inserts in Creo
- Optimized tool layout for visual control & workflow efficiency
- Considered aerospace FOD-standards & environment-compatible materials
- Iterated prototypes for fit tolerance and repeatability



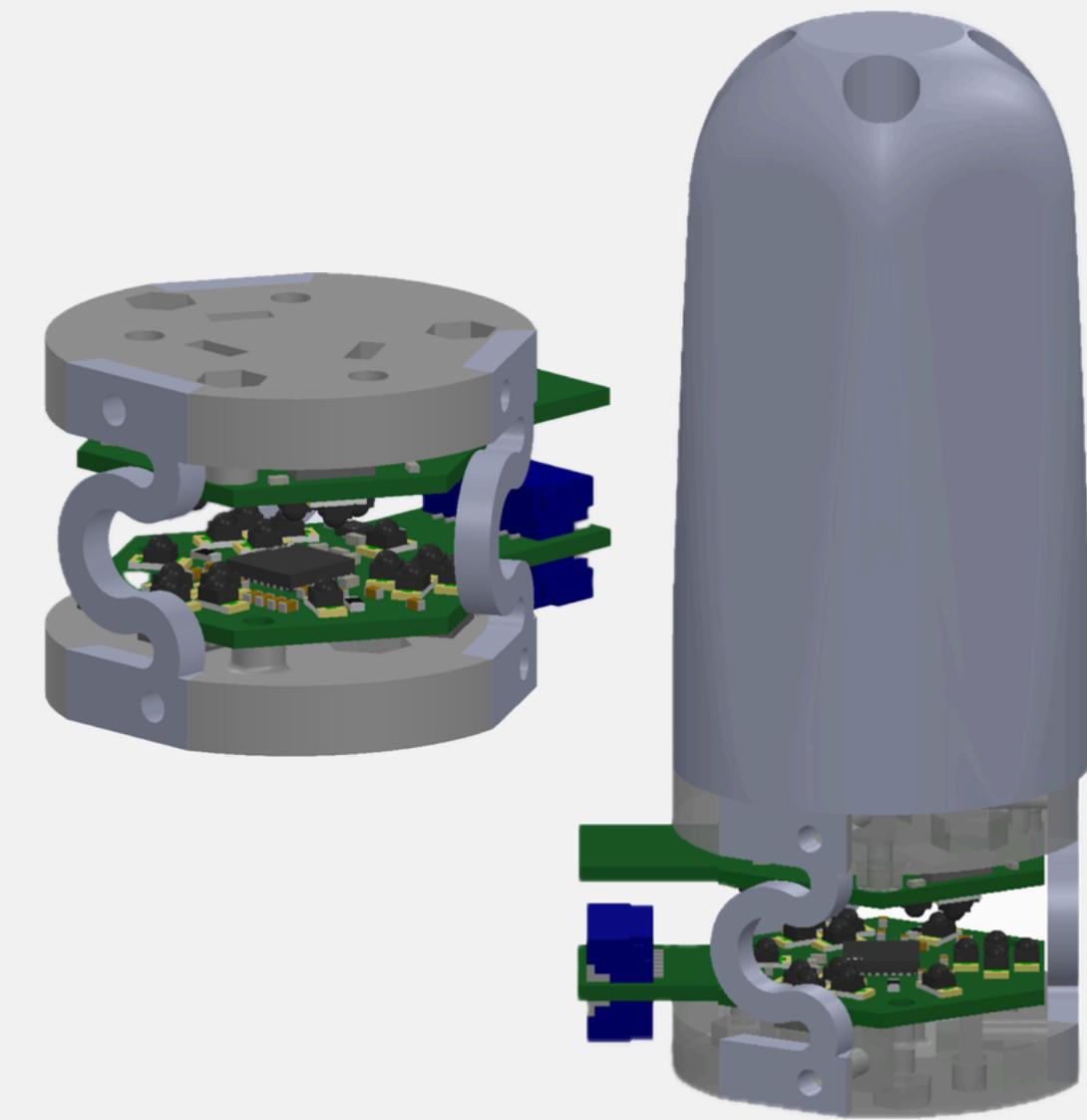
popcorn sensor



Designed and optimized a flexure-based 6-axis force/torque sensor for robotic manipulation. Focused on stiffness tuning, hysteresis reduction, and fatigue validation.

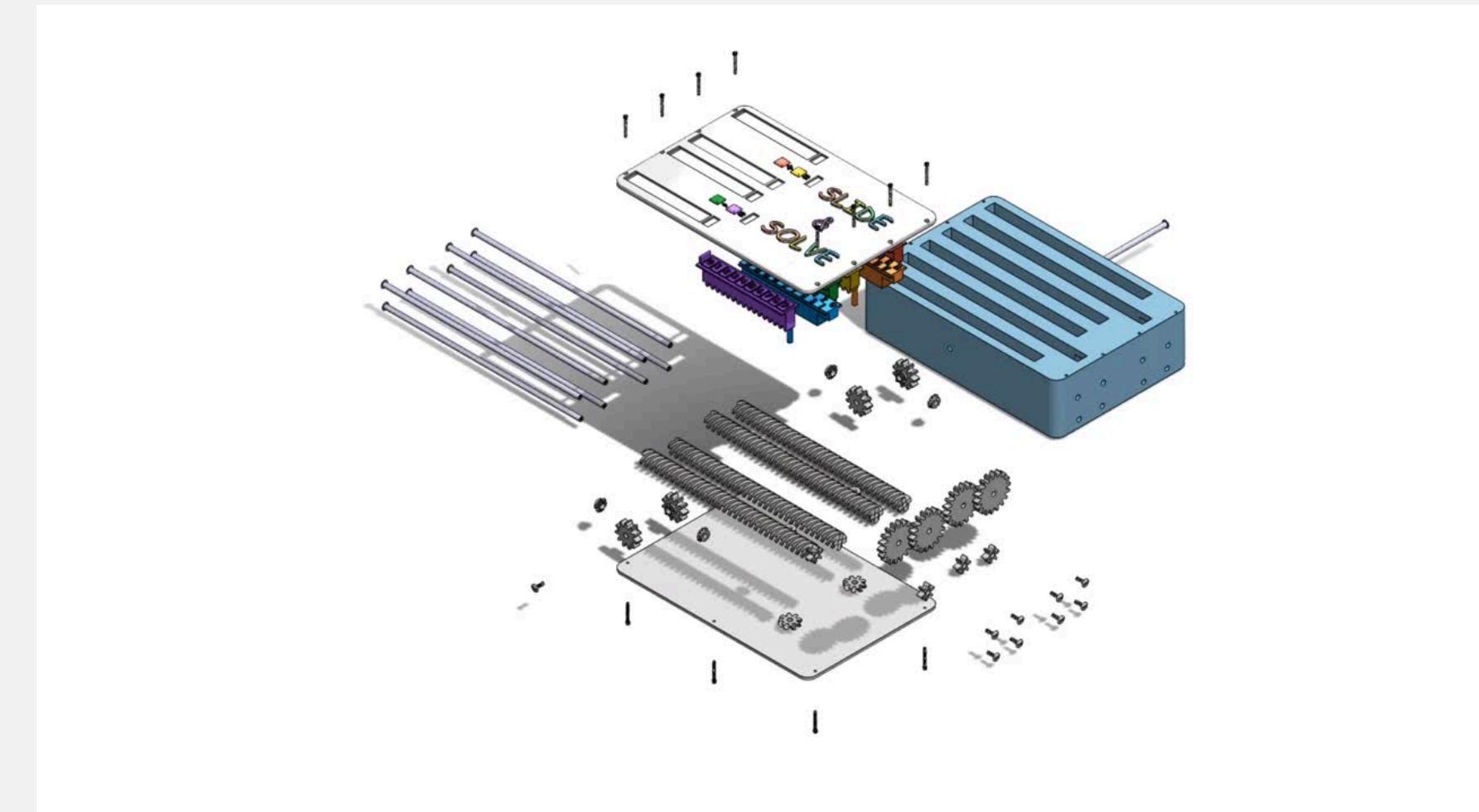
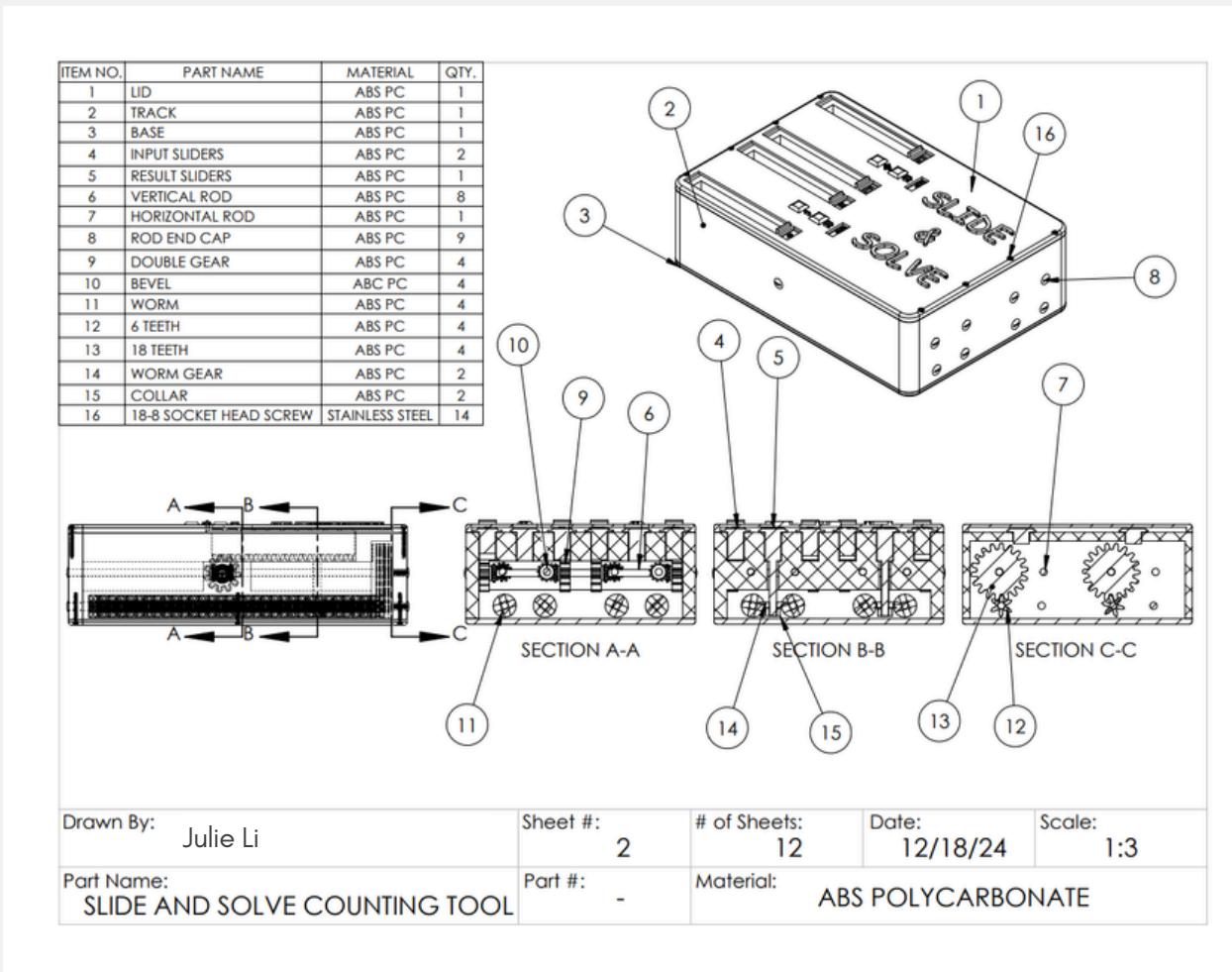
Technical Highlights

- Improved directional stiffness & production repeatability
- Iterated flexure geometry (thickness, arc angle, curvature) to reduce dead zones & hysteresis
- Conducted multi-angle indentation tests (0° , 45° , 90°)
- Measured fatigue & failure limits (tension, torsion, shear)



slide & solve

Fully mechanical addition/subtraction toy that displays results without electronics. Designed complete gear-driven slider-to-display system.



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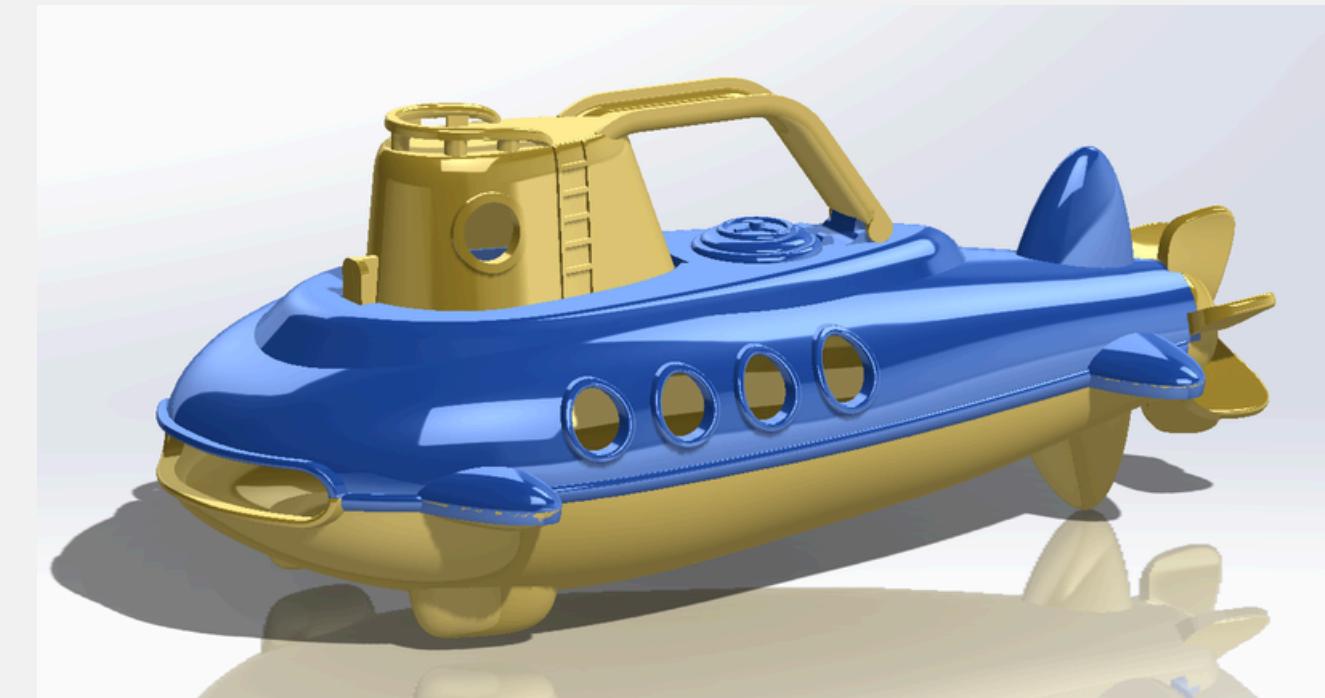
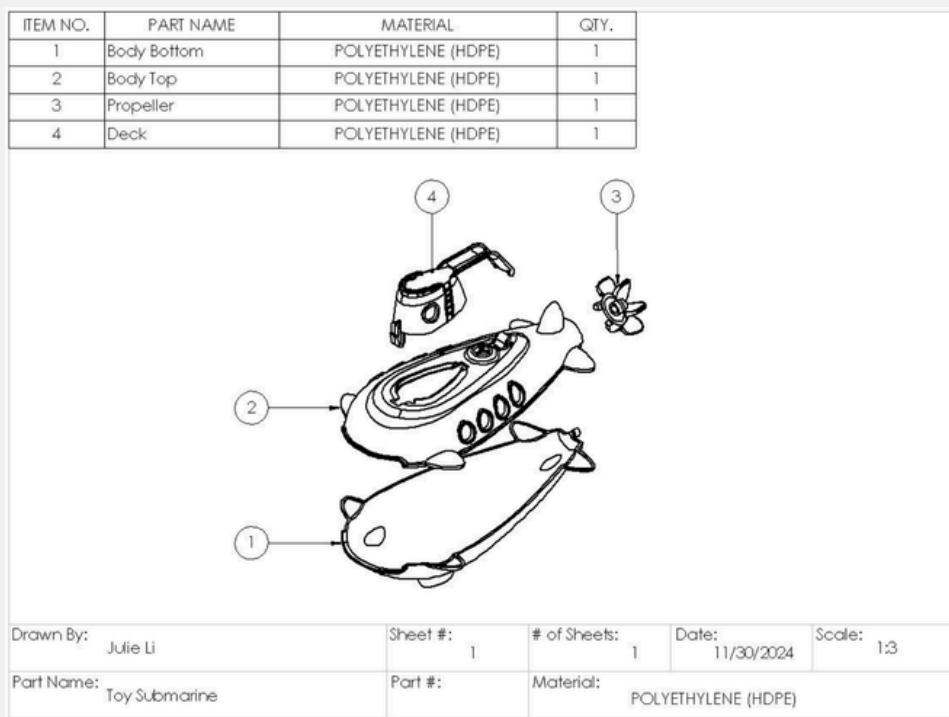
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November 2024

toy submarine model

Modeled a toy submarine in SolidWorks to practice dimensional accuracy and assembly alignment. Recreated each individual component based on physical measurements and visual inspection.



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