

JULIAN MICKELSON

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Portfolio julianmickelson.com
Location San Francisco

EXPERIENCE

HTC Vive Creative Labs

Mechanical Engineer

Oct 2018 - Present

Worked on mechanical design of advanced concepts and production products in the VR/AR/XR space

- Created master model/surfaces for Cosmos XR module
- Designed appearance models, ergonomic mockups, and mechanism prototypes for future concepts
- Led advanced tech and material research programs

LUNAR / McKinsey & Co

Mechanical Engineering Intern

Jun 2017 - Aug 2017

Worked on mechanical design and IoT embedded systems prototyping for clients developing consumer products

- Retrofitted existing hardware to test new digital UIs
- Created a coffee machine "Office Hack" intern project

Tomorrow Lab

Mechanical Engineering Intern

Jun 2016 - Aug 2017

Worked on the mechanical design and fabrication of functional prototypes for startups in the NYC area

- Designed 3D printed parts for a STEM-based RC car
- Fast Company IBD 2017 honorable mention
- Created and presented concept decks for client meetings

Modlab

Undergraduate Researcher

May 2014 - May 2015

Worked on the mechanical design of a propeller hub for a micro air vehicle (MAV)

- Competed in camera-based target acquisition challenge
- AHS Student Competition 2015 honorable mention

EDUCATION

University of Pennsylvania

MSE : IPD (May 2018)

Master of Science in Engineering in

Integrated Product Design (IPD)

GPA 3.65/4.00

University of Pennsylvania

BSE : MEAM (May 2017)

Bachelor of Science in Engineering in

Mechanical Engineering and Applied Mechanics (MEAM)

Minors - Engineering Entrepreneurship & Mathematics
GPA 3.56/4.00 (cum laude)

SKILLS

Mechanical Design

Creo, SolidWorks, Rapid Prototyping, Machining, DFX

Mechanical Engineering

Mechanics, Thermo/Fluid Dynamics, MATLAB

Electronics

Mechatronic Systems, IoT Embedded Systems, C/C++, Altium

Computer

Adobe Creative Cloud, Microsoft Office Suite