

Laura Shumaker

Mechanical Engineering (BS 2012) | GPA: 4.5 / 5.0
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I'm a footwear designer with a background in engineering. I've been creating the most comfortable climbing shoes in the world by using digital manufacturing (www.sftclimbing.com).

Having learned much about mass customization, design for the human body, and creating viable, delightful products in the last 3 years at SFT Climbing, I'm now looking to join a growth company where my unique experiences will make a difference.

SFT Climbing, LLC

Founder and Lead Designer

June 2013 - current

- Designed fully parametric, reconfigurable last models for both flat shoes and downturned shoes.

- Designed and optimized footwear patterns (uppers and rands/soles) for rock climbing shoe comfort and performance.

- Developed a manufacturing process that produces high-quality custom-fit shoes for 30% less than traditional manufacturing methods.

Alloy Product Development

Mechanical Engineer

May 2012 - June 2013

- Supported product development process from idea generation, analysis, CAD, and prototyping, to DFM and validation test builds.

- Designed and maintained product-level assemblies in ProEngineer using parametric modeling best practices to enable efficient design updates.

- Documented and communicated design to client, industrial design team, and vendors/manufacturers.

- Directly responsible individual for the mechanical design needs of two products, from assembly level integration with ID, audio, and EE needs to component level design and tolerancing of high volume parts like cosmetic injection-molded housings, sheetmetal grilles, and FPCB MCOs.

iPad Product Design Team, Apple Inc.

Product Design Intern

June - August 2011

- Produced analytical model in Matlab to characterize performance of an existing product.

- Prototyping and exploratory design for new product functionality, which culminated in US Patent No. 20130328825.

For earlier internships, please see my LinkedIn profile.

Software and Media

CAD: NX Unigraphics, ProEngineer, Solidworks

Graphics: Adobe Illustrator and Photoshop

Video: Lightworks

Prototyping and Shop

Metalworking: Waterjet, mill, lathe, and hand tools.

Woodworking: Tablesaw, bandsaw, and laser cutters.

Softgoods: Industrial sewing machine and skiving machine.
