

EXPERIENCE

Engineering Team Lead @ Design that Matters

Sept 2016 - current

Developing a conductive infant warmer to augment phototherapy, balancing blue-sky design goals with realistic manufacturing capabilities and medical device certification requirements.

Student Teacher / Organizer @ Foundry Idea Testing

July 2016 - Jan 2017

Launching entrepreneurship and product development intensive as Olin's first-ever winter-session program. Program boasts a successful industry speaker series and unprecedented administrative support.

Software Engineer / Product Owner @ IVANI

Jan 2016 - Aug 2016

Work resulted in prov. patent app: Reverse-Beacon Indoor Positioning System Using Existing Detection Fields. Created test platform for dev team integrating 3rd party sensors to wirelessly locate reverse-beacon position. Onboarded & mentored summer interns; assumed extra responsibilities when team lost a member.

Researcher @ Olin EASE Lab

May 2015 - Oct 2015

As electrical lead: designed and produced scooter accessory with team comprising of a mechanical engineer, educator, and CAD specialist. As educator: created lasercut kits to introduce children to prosthetics and rapid prototyping; showcased at Boston Children's Museum and TEDxBeaconStreet

Software Developer @ Systems and Technology Research

May 2014 - Aug 2014

Designed, architected, and built commercial, Twitter data visualization web-app for DARPA contract.

ACCOMPLISHMENTS

- Working as first operational hire at Tagup, a Greentown Labs startup
- Led mechanical development for affordable lower-arm prosthesis project; produced 8 prototypes in 8 weeks
- Created & facilitated Cultural Conversations: campus discussion series around race, ethnicity, culture
- Designed & constructed triple-wall cardboard desk, seat, sconce; personal challenge to furnish room for \$50

EDUCATION

Franklin W. Olin College of Engineering

Major: Robotics Engineering Graduation Date: May 2017

GPA: 3.21

SKILLS

Rapid prototyping: lasercutter, 3D printing, sketch

models, wireframes

Programming: Python, ROS, JavaScript, D3, HTML, CSS **Software**: Solidworks, Fusion 360, Photoshop, Illustrator

PURSUITS

Intellectual: Foundry (campus entrepreneurship group), Cultural Conversations, Olin Robotic Sailing Creative: Design Challenge (event for prospective students), cardboard carpentry, cartooning, street art