Marcus Hooshmand

EDUCATION

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University of California, Irvine

B.S. in Mechanical Engineering

Sep 2024 - Dec 2026 Aug 2021 - May 2024

Irvine Valley College

Associates in Mathematics, Physics, and Natural Sciences Certified SolidWorks CAD Design Associate

July 2024

EXPERIENCE

Mechanical Engineering Intern

Jun 2025 - Sep 2025

Engineous Group

- Calculated heating and cooling loads for a restaurant using EnergyPro, factoring in square footage of floors, windows, and doors.
- Designed HVAC system by selecting units and sizing ducts to ensure proper CFM, airflow, efficiency, coverage, and performance.
- Used AutoCAD to create the duct design and became familiar with HVAC building codes and standards throughout the project.

Empanage Engineer

Apr 2025 - Present

FLAM (Flying Leathernecks Aviation Museum)

- Collaborating with engineers and museum staff to restore a WWI-era aircraft, including structural and mechanical components such as wings, fuselage, tail assembly, and engine system
- Assisting in reverse-engineering and 3D printing replica parts to match original specifications and materials as closely as possible
- Supporting the design and analysis of a ceiling suspension system to safely display the aircraft overhead, accounting for load distribution and safety requirements
- Gaining hands-on experience in historical materials research, structural integrity assessment, and aircraft restoration techniques

Lead Structural Designer Jun 2025 - Aug 2025

Freelance Engineering Project

- Designed six custom freestanding bleacher-style structures, each rated for 5,000 lbs live load with a minimum factor of safety of 4.5
- Created a modular, relocatable treehouse-style viewing platform built around palm trees, and engineered a 6-foot-tall deck structure with an integrated serving area for dual-level use.
- Performed FEA simulations in SolidWorks (stress, strain, displacement) to validate structural performance and safety margins.
- Collected detailed on-site measurements and collaborated closely with the contractor and architect to ensure technical accuracy and meet client requirements.

Jan 2024 - May 2025 **Tutor**

Berktree Learning Center

Specializing in math tutoring, covering subjects from Algebra to Calculus and Linear Algebra.

- Conducted weekly sessions to help students achieve their academic goals by addressing their most challenging subjects.
- Mentored students academically and personally, building strong relationships for better engagement.

PROJECTS

UAV Club @ UCI Mar 2025 - Present

Board - Project Manager

- Developed a structured curriculum and project timeline for club members, covering drone design, assembly, and flight fundamentals.
- Led weekly CAD workshops using SolidWorks, focusing on drone and fixed-wing aircraft design, including custom part modeling.
- Mentored member teams on building and troubleshooting Tiny Whoops, 5-inch racing drones, and foam or 3D printed fixed-wing planes of varving sizes.

Anteater Combat Robotics @ UCI

Sep 2024 - Feb 2025

Team Lead

- Led the mechanical design of a custom robot, developing the chassis, gear assemblies, and weapon system from concept to fabrication without external references.
- Employed SolidWorks for 3D modeling, optimizing movement, offense, and defense within the 1 lb weight limit.
- Manufactured with 3D printing to achieve precise customization while maintaining a total weight under 1 lb.
- Integrated and soldered key electrical components such as the battery, motor, ESC (electronic speed controller), switch, servo, and receiver.

Autonomous Robot Project @UCI

Jan 2025 - Mar 2025

Software Lead

- Developed and programmed an autonomous robot in C++ (Arduino) to navigate a course using a pneumatic propulsion system and servo-based steering.
- Developed a sensor fusion system combining magnetometer and reed switch data for dead reckoning, enabling real-time heading correction and accurate trajectory adjustments.

SKILLS

HARD SKILLS: SolidWorks, AutoCAD, Matlab, FEA, ANSYS, Revit, HVAC, Structural design, Basic circuits, 3D Printing, Soldering, Manufacturing, Woodwork, Machining, Welding, JavaScript

SOFT SKILLS: Leadership, Project management, Communication, Engineering creativity, Critical thinking, Adaptability, Problem solving, Time management

COURSEWORK

Statics, Dynamics, Circuits, Thermodynamics, Fluid Dynamics A&B, Materials Science, Theory of Machines, Mechanics of Structures, Applied Thermodynamics, Heat and Mass Transfer, Fluid Thermal Lab, Dynamics of Aerospace Vehicles