

# Michael Elliot King — Curriculum Vitæ

DEPARTMENT OF MECHANICAL ENGINEERING  
MCGILL UNIVERSITY  
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## Education

2009 - 2014  
(Expected) **B.Eng., Mechanical Engineering**  
*McGill University*, Montreal, Quebec

## Relevant Experience

- 8/2013 - Present **MECHANICAL ENGINEERING LEAD | CONTROL SYSTEMS**  
*McGill A.U.V. Robotics Design Team* – Montreal, Quebec  
Competing in AUVSI's International RoboSub Competition in San Diego
- Lead all mechanical design and manufacturing for a team of 80 students creating an autonomous underwater vehicle
  - Design, simulate, and build control system for the propulsion of an unmanned submarine
- Summer 2013 **CONTROL SYSTEMS & ENGINEERING INTERNSHIP**  
*T. Davlin Glass* – Cambridge, Massachusetts
- Designed, manufactured, and wired systems to control the temperature of custom-built, high-powered glass kilns
  - Aided in the design and construction of additional kilns
- Summer 2012 & Summer 2013 **PAID ENGINEERING INTERNSHIP**  
*Robies Heating & Cooling HVAC* – Hyannis, Massachusetts
- Developed and implemented automated programs for generating project estimates
  - Developed workflow and inventory management system
  - Provided company-wide technical support
- 8/2012 - 8/2013 **MATERIAL COLLECTION SYSTEM LEADER | MARKETING & MEDIA DIRECTOR**  
*McGill LunarEx Robotics Design Team* – Montreal, Quebec  
Placed 12th out of 50 international teams at NASA's Lunabotics Mining Competition – Orlando, Florida
- Lead the efforts of a five person group responsible for designing, manufacturing and assembling the mechanism that collects and dumps lunar regolith simulant
  - Brought original concepts to realization through CADing, machining, assembly, and testing
  - Developed rebranding strategies to increase interest in robotics and team credibility
- 1/2013 - 8/2013 **FRONT END & USABILITY LEAD**  
*Braille University iPhone Application* – Montreal, Quebec  
Tool to aid in teaching Braille to blind children using an electronic medium
- Created a mobile application focusing on usability and the user interface
  - Using a user-centered design approach, created prototypes, conducted user-tests, and coded the application to be easy to use, even without the use of vision

## Software & Programming Skills

Computer Aided Design: Inventor, AutoCAD, Solidworks  
Data Analysis: MATLAB, Excel  
Programming Languages: Python, C, Objective-C  
Version Control Systems: Git, Autodesk 360  
Web Development: HTML, CSS, Markdown, Jekyll, Google Analytics, SEO  
Media & Graphics: Illustrator, Lightroom, Photoshop, InDesign, Final Cut Pro