

Michael Elliot King — Curriculum Vitæ

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