# Portfolio

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# Fidg.it

Fidg.it is my design project for Design Innovation 10. For the project, I had to perform different stages of product design, such as discovering design opportunities through immersion, performing user research to understand user needs, to concept ideation, and refinement through sketches and 3D modeling. As part of the final project, I presented my work during the class showcase.



Poster created for design showcase

## Fidg.it



Fidg.it breakdown



Isometric View

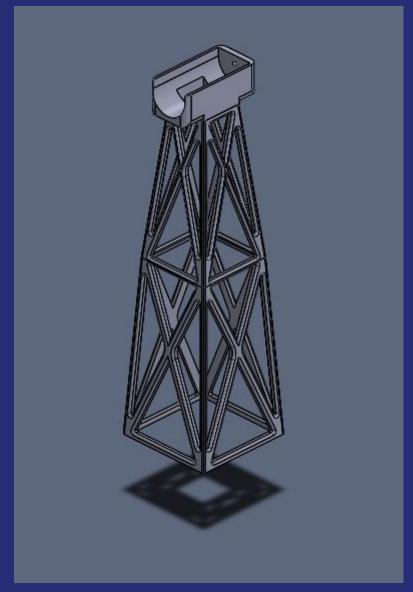


Top view

Modern phones are growing in size, increasing their physical presence. Yet, our phones serve little to no physical purpose. With recent public interest in fidget toys, I designed Fidg.it as a way to convert phones as a toy for users. Furthermore, I've added card / key holders which are commonly used by college students.

# Wind Tower & Motor Hub

As the final project for E26, our group had to design, build, and test a wind turbine with our design. I was tasked with designing the tower, and the motor hub. (shown to the right) The tower had to meet certain specifications such as max volume and min/max height while trying to achieve as much stiffness as possible.



3D model of the tower and the motor hub.

### Tower & Hub



Exploded View of the tower



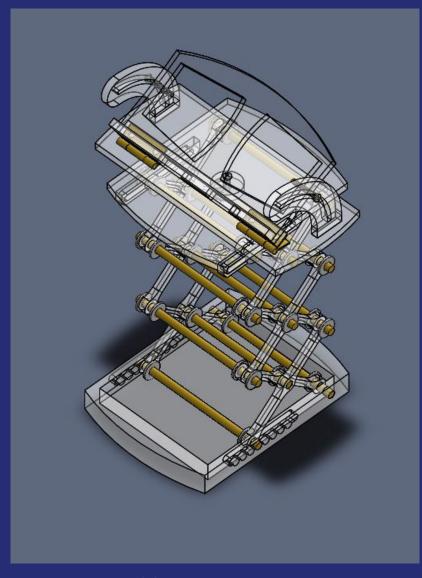
Assembly of the tower printed by the Mechanical Engineering Machine shop with FDM printer.

## Phonevator

For E27, our group had created a table top scissor lift for cellphones which the user can raise the phone to an eye level. For this project, I was tasked with preparing the 3D model for laser cutting, assembling the parts and creating some of the technical drawings using GD&T.



#### **Phonevator**



The parts are made from lasercut quarter inch thick acrylic sheet, brass tubings, hinges, and aluminum screws and washers. The parts are either held together by super glue or by screws into threaded holes.

Isometric 3D Model View

