Samuel Gagliardi

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Technical Skills

- iOS and Windows experience
- Proficient with Microsoft Office
- HTML and CSS
- GitHub experience

- Programming Languages:
 - o Python Proficient
 - JavaScript Intermediate
 - o Java, Labview, C# Beginner

Employment History

Product Development Engineer

Cohu -- White Bear Lake, MN

June 2019 -- Present

- Design semiconductor contactors and mechanical systems, applying knowledge of engineering principles.
- Create parts, assembly and fabrication drawings in SolidWorks
- Generate complete documentation and BOMs required to build product.
- Research and develop new products, testing and validating data.

Design Engineer

TriEnda -- Portage, WI

March 2018 -- June 2019

- Responsible for overall product design specifications and criteria that ensured the product would meet all critical customer requirements.
- Created sketches and concept drawings of proposed products or equipment.
- Ensured design and manufacturing feasibility.
- Operated and maintained a 3D Printer for use making prototypes and inserts.

R&D Engineering Technician

Spectrum Brands -- Middleton, WI

October 2017 -- March 2018

- Designed and created new product components for home appliances.
- Tested and verified designs in a laboratory to ensure quality and performance.
- Performed failure analysis on various mechanical and metallurgical issues with products.

Education

Bachelor of Science in Materials Science and Engineering, The University of Wisconsin - Madison, WI

September 2012 -- May 2016

GPA: 3.30

Awards and Honors

- National Merit Scholar
- 2 time recipient of the "outstanding academic achievement" scholarship from the UW-Madison Department of Materials Science and Engineering
- Meka-Bahow Scholarship recipient in 2014
- Graduated high school in the top 2% of class out of 399