

Jacqueline Song

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EDUCATION	The Cooper Union for the Advancement of Science and Art , New York, NY <ul style="list-style-type: none"><i>Bachelor of Engineering</i>, Mechanical Engineering, expected May 2015Full-tuition scholarshipCumulative GPA: 3.7/4.0 2011-2015
EXPERIENCE	Hardware Engineer at Matterport, Mountain View, CA Summer 2014 <ul style="list-style-type: none">Relieved camera production bottleneck by building linear motion system and controls to automate labor-intensive calibration movements.Specified imaging hardware and developed evaluation procedures for candidate components.Supported engineering activities including hardware troubleshooting, reverse engineering, and process documentation. Mechanical Design Engineer at Social Bicycles, New York, NY Spring 2014 <ul style="list-style-type: none">Supported design team in redesign of bicycle locking mechanism for improved manufacturability and ease of use.Prepared electronics housing components for injection molding using SolidWorks. Teaching Assistant for Design and Prototyping, Prof. Eric Lima, The Cooper Union 2013-2014 <ul style="list-style-type: none">Developed machine design project that gave students hands-on experience in designing, building, and troubleshooting electromechanical systems.Led students through prototyping tasks in laser cutting, machining, and injection molding. Electromechanical Engineer at Carson Optical, Hauppauge, NY Summer 2013 <ul style="list-style-type: none">Designed and prototyped novel optical and electromechanical systems, working independently and in teams; developed one consumer product from concept to manufacture.Optimized injection-molded parts in SolidWorks for manufacture and assembly. Consultant for LURE, MaDora Frey, New York, NY 2012-2013 <ul style="list-style-type: none">Advised client from concept to manufacturing of kinetic sculptures for gallery exhibition.Delivered working prototype sculptures, including aesthetics, mechanisms, and control system.
PROJECTS	Curved Layer Carbon Fiber Reinforced Polymer FDM Capstone Senior Design, 2014-2015 <ul style="list-style-type: none">Develop manufacturing process and curved layer Fused Deposition Modeling (FDM) printing method for continuous carbon fiber reinforced thermoplastic filament.Optimize carbon fiber orientation in prints using ANSYS Workbench; verify experimentally.Modify RepRap 3D printing toolchain to print curved-layer FDM parts using a FANUC industrial robot arm. Notchmatic Design Elements/Mechanical Design, 2014-2015 <ul style="list-style-type: none">Lead the design and build effort on workpiece fixturing subassembly for an industrial tube notching machine; collaborate with teammates on cost, scheduling, and systems integration.Create sane team workflow by training teammates in effective use of Git.Develop safety, usage, and installation manuals for future school machine shop use. Arduino Robot Pac-Man Microcontroller Projects, 2012 <ul style="list-style-type: none">Designed and implemented Arduino-based autonomous and remote-controlled robots and a robot-sensing dot matrix maze based on the classic arcade game. Gumball Machine Principles of Design, 2011 <ul style="list-style-type: none">Designed and built an Arduino controlled electromechanical gumball dispenser game featuring interactive mechanical paths, including a 3-axis crane arm and binary logic puzzle.
SKILLS	Computer: proficient in SolidWorks, C++, ANSYS Workbench, MATLAB, AutoCAD, LabView, Git, Python, Linux, LaTeX, HTML/CSS/Javascript, Adobe CS, Microsoft Office. Mechatronics: mechanical design; motor and actuator control; digital logic design; PCB design; sensor integration; microcontroller systems; Arduino and Phidgets. Manufacturing processes: design for injection molding, machining, welding, casting, plasma cutting. Machine shop: comfortable with TIG welding, mill, lathe, drill press, rotary tools, hand tools.