VICTORIA FENG

MECHANICAL ENGINEERING • HUMAN-COMPUTER INTERACTION • DESIGN

CONTACT

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EDUCATION

BACHELORS OF SCIENCE
CARNEGIE MELLON UNIVERSITY
Mechanical Engineering, HCI
Design Minor
3.7/4.0 GPA
Class of 2020

College of Engineering Dean's List
3.75+ GPA - SPRING 2017

RELEVANT COURSES

Engineering Design 1
Dynamics & Heat Transfer
Stress Analysis & Fluid Mechanics
Statics & Thermodynamics
Programming Usable Interfaces
Fundamentals of Computer Programming
Rapid Prototype Design

INVOLVEMENT

CMU Varsity Swimming 2016 - present

- Practiced and competed on a regular basis against other teams
- Was awarded CSCAA Academic All-American Honorable Mentionand UAA All-Academic

CMU Solar Racing 2017 - present

- Worked on the propulsion team to begin the process of creating a new propulsion system for the solar boat

MechE SAC 2017 - present

- Elected by my peers to represent them to faculty to enact change within the department

American Society of Mechanical Engineers

Society of Women Engineers

PROJECTS

ROOMBA TRACTOR PULL INTERN CHALLENGE WINNER SUMMER 2018

- Designed wheel attachments, machined a hook attachment, and aided in mobility board modifications to allow a Roomba to pull 100lbs using only standard Roomba parts

CAD AND ASSEMBLY OF SOLAR BOAT HULL AND PROPULSION SYSTEM CURRENT

- Designed and machined parts for the upper unit of a propulsion system on a racing boat powered using solar energy; performed FEA to determine points of failure

COMMITTEE CHAIR FOR CONSTRUCTION OF CMU CARNIVAL BOOTH SPRING 2017-18

- Aided in design and construction of a two story structure out of wood for CMU's spring carnival that adhered to safety codes and featured running electricity and a water feature

DESIGN AND CONSTRUCTION OF RACING BUGGY FALL 2016

- Created steering mechanism and performed a carbon fiber layup with other members of the buggy mechanic team

CREATION OF AN INTERACTIVE GAME |15-112 TERM PROJECT [GEOROLL] FALL 2016

- Created an interactive game using Python with 3D graphics using the Tkinter module, with a heavy emphasis on the user interface and UX

EXPERIENCE

Summer 2018

MECHANICAL ENGINEERING INTERN | iROBOT CORPORATION [Bedford, MA]

- Participated in drawing reviews and updated drawings accordingly, learned about functional dimensioning and tolerances
- Conceptualized, designed, and prototyped test fixture to characterize LED optics, soldered a PCB to provide power to the LED
- Worked on a team of 5 interns to create a business plan and spec of a small, mobile robot, which was prototyped and ran on an Ardiuno
- Prototyped packaging modifications for design validation testing

2018-present

ROBOMECHANICS LAB | CARNEGIE MELLON UNIVERSITY [Pittsburgh, PA]

- Created a design for the attachment of a tail that will allow the Minitaur robot perform more diverse actions
- Researched additional possible designs for a mechatronic tail that can be further mobility and versatility

2017-2018

RESIDENT ASSISTANT | CARNEGIE MELLON UNIVERSITY [Pittsburgh, PA]

- Supported and mentored first-year students in their college transition as well as creatively solving problems

Summer 2017

ZHI-HONG MATERIALS SCIENCE SUMMER SCHOOL | SJTU SMSE [China]

SKILLS

Technical Skills

- Solidworks
- PTC Creo
- Python
- Java
- Machine Shop

Other Skills

- Adobe CC
- Illustrator
- MS Office
- Mandarin Chinese
- Soldering & Crimp