# Faith Jones Engineering Design Portfolio

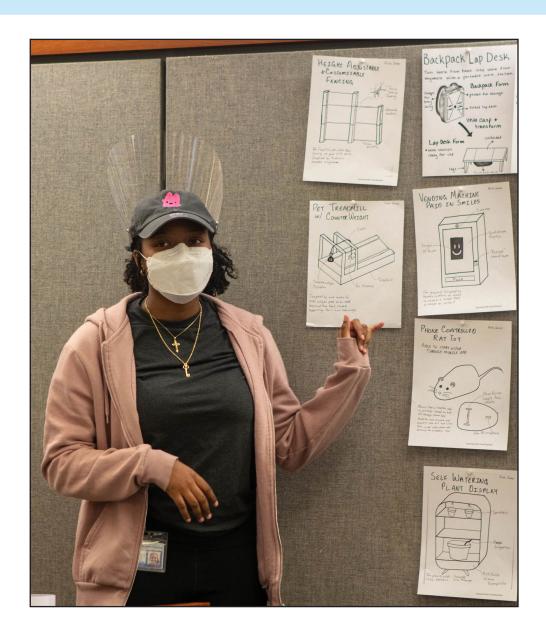
# Introduction

Hello, my name is Faith Jones!

I am recent graduate. I studied Mechanical Engineering with a concentration in Industrial Design.

I am interested in product engineering, but in particular I have a love for thoughtful and playful design.

faith.jones2.718@gmail.com (773) 677-4046

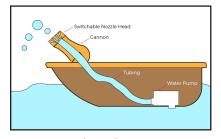


# Battle Boats Spring 2018

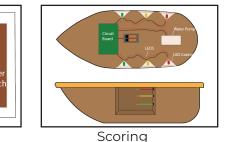


Battle Boats is a toy product prototype I designed with a team of 4 other MIT freshmen for an introductory product design course.

#### How it works



Shooting Driving



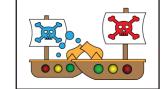
# Early Prototyping





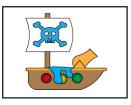
## How to play





A remoted controlled toy boat

designed for competitive play

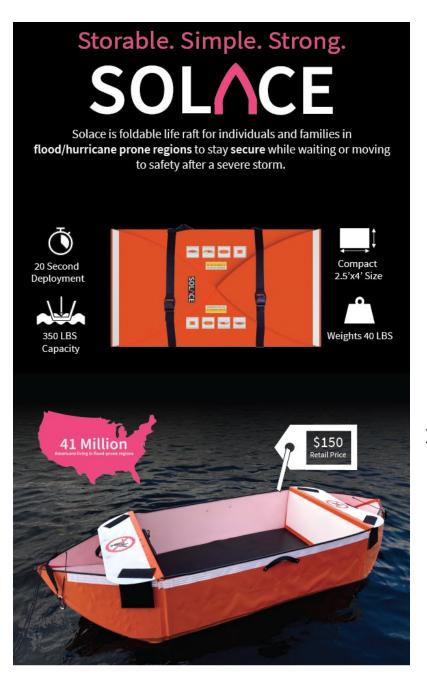


#### My Role

As part of this team I designed CAD models for the boat, prototyped and user tested boats aesthetics, and fabricated waterproof boat enclosure

- -Solidworks CAD
- -Foam Rapid Protoyping
- -Thermoforming
- -Lasercutting



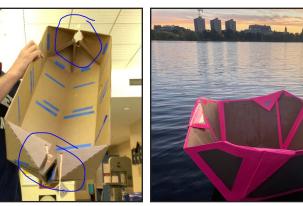


Solace was design by myself and a team of 15 other students for the mechanical engineering product development capstone course.

# Final Prototype

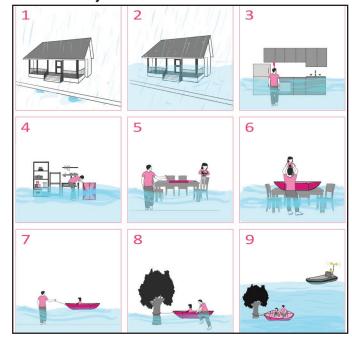


#### **Iterations of Form**

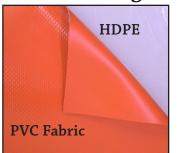




#### Solace Story Board



#### **Material Testing**





We performed puncture tests as well as tensile tests on connection with different adhesives to determine the best materials

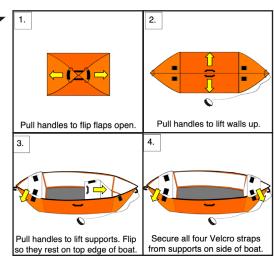
## Full Scale Prototype





### **Industrial Design**



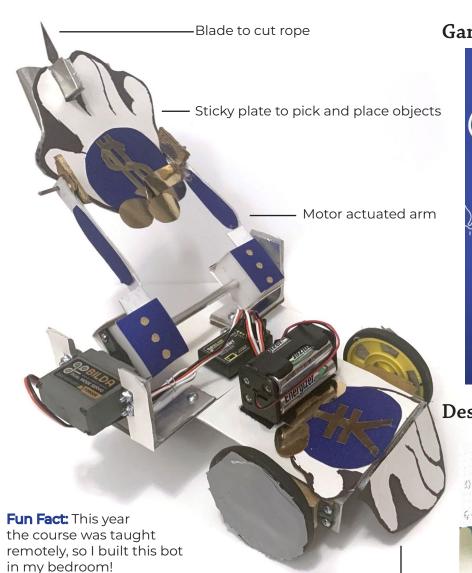


#### My Role

On this team I worked on the adhesive and seam teams. Toward the final prototype creation I lead the Graphics and Industrial Design teams.

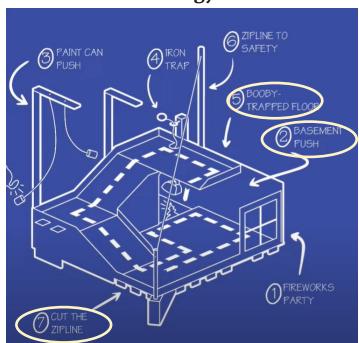
- -Rapid Prototyping
- -Material Property testing
- -Adobe Illustrator and Photoshop
- -Fabrication using soft materials

Control of the Contro



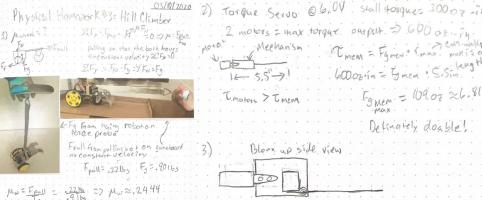
Passive pushing mechanism

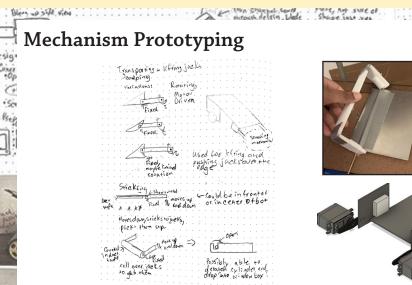
Game Board and Strategy

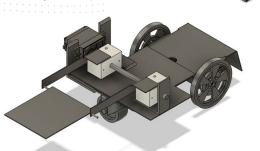


-Driving up and down incline -Picking up and placing game objects -Cutting rope above game board -Pushing game objects

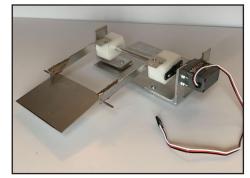
# **Design Calculations**







Based on feedback and calculations made reductions and improvements to make subsystem more robust

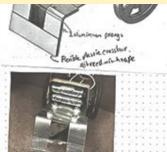


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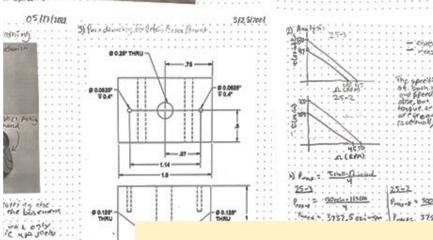
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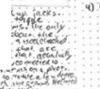


## **Project Takeaways**

In designing and manufacturing this robot by hand I learned I was able to leanr more about materials by working directly with them.

- -Sketching
- -Fusion 360
- -Fabrication using table top tools

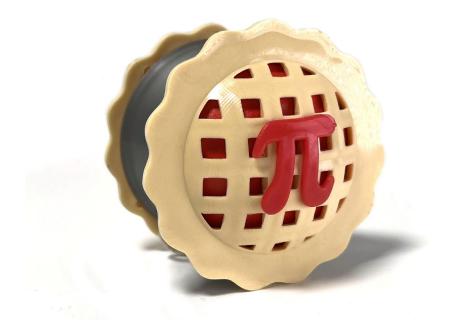


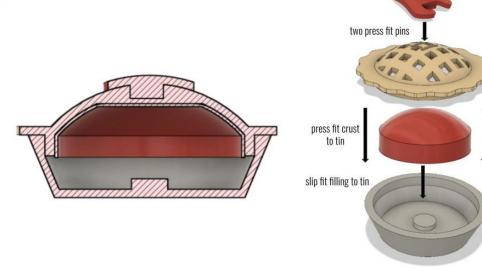






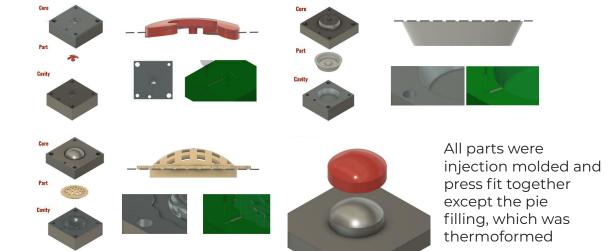






# For this class we designed this yo-yo and manufactured over 200 units.

#### Parts and Molds





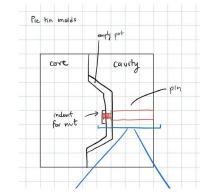
## **Injection Molding and Press Fits**

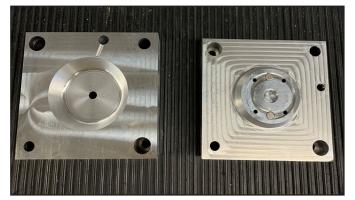






#### **Final Touches**









Each yo-yo half includes an overmolded washer for weight, and an overmolded nut in the base to connect the two halves together.

# My Role

On this team I did CAD for yoyo parts, planed CAM to mill molds, and 3D printed mold for thermoforming.

- -CNC Milling
- -Injection Molding
- Design thinking for mass production