Hannah Wilk

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EDUCATION

OLIN COLLEGE OF ENGINEERING — **NEEDHAM, MA**
Bachelor of Science in Mechanical Engineering: Interest in Film, UX Design, and User Research — *GPA 3.84/May 2017*

BROOKLYN TECHNICAL HIGH SCHOOL-Coursework in Aerospace Engineering, GPA 4.0 — **BROOKLYN, NY**

PROFESSIONAL EXPERIENCE

Ford Motor Company — **DEARBORN, MI**
Product Development Intern at Fortune 10 Company known for its consumer vehicles — *May 2016– Aug 2016*
- Led the development of a new program management process, set to save Ford millions in the next 10 years
- Ran department wide testing of new software, gathering user insights and inputs, and updating to new versions
- Selected winner of Intern Video Competition; won lunch with Ford North America President, Joe Hinrichs

Unanico Group — **LONDON, UK**
Developer at an independent production company and animation studio based in London — *Jan 2016– Apr 2016*
- Independently led production of IOS application in Unity, with C#, implemented creative director's vision
- Co-developed and designed internal game mechanics & UI- working with international Chinese based developer

P&G Gillette — **BOSTON, MA**
Process Engineering Intern at international Fortune 500 Company, manufacturing America's favorite razor — *May 2015 – Aug 2015*
- Spear headed $200,000 international relocation project for different automotive robotic systems
- Designed, tested, assembled, and programmed $300,000 developmental robotic platforms for product assembly
- Began research and development for mechanical automation system for factory to increase productivity

Legacy Effects LLC — **SAN FERNANDO, CA**
Apprentice for top special effects company in Hollywood — *May 2014- Aug 2014*
- Helped design, produce, and manufacture over 25 props and suits for TV commercials and webisodes
- Maintained and utilized 3-D printers for additive manufacturing process: Conex 5000, Conex 3, MakerBot Replicator 2
- Programmed 10 animatronic displays and LEDs with Arduino, highlight- San Diego Comic Con 2013 Giant Robot

TECHNICAL PROJECTS

bLOCK — **NEEDHAM, MA**
A smart bike lock that uses your phone to open, check it out at: poeblock.github.io — *Oct 2014- Dec 2014*
- Lead mechanical design on locking system and case structure, rapid prototyping done with with 3d-printed parts
- Scrum and agile techniques used to integrate electrical, software, and mechanical components
- Designed, prototyped, and developed with on the go, software-savvy cyclists in mind

Boston's Future: Tiny Homes on Rooftops — **NEEDHAM, MA**
Designed paradigm shift for Boston to help solve housing crisis — *Jan 2015-May 2015*
- Interviewed and co-designed with 5-10 people, to explore their values, maintained user relationship over a semester
- Managed a team of four, while brainstorming, synthesizing over 15 design frameworks, and developing 5 unique personas

Mechanical Wind Sculpture — **NEEDHAM, MA**
A fine art wind sculpture designed for Olin's beautiful campus — *Jan 2014- May 2014*
- Modelled metal parts in SolidWorks with accompanying design package including professional level drawings
- Developed and tested for functionality within Olin's campus in order to seamlessly integrate with environment
- .Specialized in assembly and wind capture design, led interactive brainstorming sessions

Independent Short Film: *It's Always Something* — **NEEDHAM, MA**
An independent short film, produced by Salty Marmalade Productions — *Jan 2016-Dec 2016*
- Produced and co-directed a comedic short film for an arts capstone, worked with over thirty actors and crew
- Kept working documentation of cast, crew, equipment, and other information essential to production
- Managed website, social media, and information distribution associated with film

TECHNICAL SKILLS

- **Computer**: SolidWorks, Adobe Suite, html, MatLab. Python, Arduino, LabView, Autodesk Inventor, Unity, Maya, C#, 3D-Printing
- **Machining**: Mill, Lathe, CNC Mill