

CONOR TRIPLETT

www.conortriplett.com
conortriplett@gmail.com
602.505.2123

ABOUT ME

Aspiring design engineer looking for Summer 2019 internship designing and building innovative and engaging experiences and products

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)
Pittsburgh, PA | May 2020
Master of Entertainment Technology
Concentrations: Theme Park Design, Experience Design

University of Notre Dame
Notre Dame, IN | May 2018
Bachelor of Science in Mechanical Engineering
Licenses: F.E. Mechanical
Concentration: Design & Manufacturing
da Vinci Concentration: Psychology

SKILLS

SolidWorks	Maya	Research
Creo Parametric	MatLab	Storyboarding
3D Printing	Excel	Prototyping
CNC Routing	LaTex	Playtesting
Photoshop	VBA	

COURSES

Mechanics	Engineering & Business
Dynamics	Design Methodology
Robotics	Collaborative Design
Heat Transfer	Visual Storytelling
Electr. Eng.	Building Virtual Worlds
CAD/CAM	Experience Design

ACTIVITIES

Notre Dame Women's Basketball Practice Team
Carnegie Mellon, Notre Dame Club Basketball
Notre Dame Loyal

EXPERIENCE

VyaTek Sports, Inc. Phoenix, AZ
Design Engineering Intern May - August 2018

- Created and shared mechanical sketches and engineering drawings for portfolio of products
- Designed, prototyped 3D & physical concepts for pool fitness equipment, trailers, football helmets
- Performed cost analyses and testing procedures throughout development processes

Ford Motor Company Dearborn, MI
Product Development Intern May - August 2017

- Supported Program Management, Pilot Plant, and Engineering teams throughout the vehicle prototyping phase of multiple 2019 model year Ford and Lincoln vehicles
- Developed Excel models to condense and organize factory build schedules based on functional team, supplier, customer, and management needs
- Presented concepts to management focused on maximizing efficiency and throughput by redesigning build timings, metrics, objectives, and data and issue recording systems

Arizona Science Center Phoenix, AZ
Volunteer Intern May - August 2016

- Engaged guests, about 1000 per day, in scientific and engineering activities and demonstrations
- Performed community outreach for schools and developed logistics tracking for volunteers

PROJECTS

Building Virtual Worlds September - December 2018

- Artist and producer for five-person cross-discipline teams that developed virtual and augmented reality experiences in two-week design sprints
- Prototyped "worlds" quickly using peer feedback to iterate
- Modeled 3D environments, characters, and user interface for various platforms (Oculus Rift with Leap Motion, Meta II, HTC Vive)
- Developed concepts and storyboards for guest experiences

Walt Disney Imaginations October 2017 - January 2018
Designed, modeled and presented an augmented reality experience based on the "ghost town" of Gede, Kenya
Named Semi-Finalists (Top 30 out of 300+ Entries)
Role: Engineering, Modeling, Story

Senior Design Project August - December 2017
Part of a team that designed, prototyped, and tested a thermal energy control system retro-fit for additive manufacturing
Role: Quality, Electronics, Cooling, Logistics