

Shelley Sakuda

Product Development Engineer

900 228th Ave NE Unit 6B Sammamish, WA 98074
(808) 203-3017 ◦ ssakuda@outlook.com ◦ <http://ssakuda.com>

SUMMARY

Product development engineer experienced with metal, wood, and solid surface. Has developed aesthetic building elements, functional retail fixtures, and standalone food service kiosks. Applies solid modeling and engineering skills in personal life to create custom 3D-printed items for solving problems and making visually appealing designs. Uses SolidWorks for Computer Aided Design (CAD).

SKILLS

Product Development

- Engineered the frame, cabinetry, and countertops for a client's food service kiosk program while adhering to health and structural requirements that vary by county or state. Worked with other engineers to develop and incorporate MEPs. This layout would also serve as a template when modifications for site-specific conditions needed to be made.
- Developed individual fixtures for full retail stores while collaborating with other team members to ensure consistent hardware and construction methods were used across the whole layout. Created a page in Microsoft Teams so that engineers could reference the security and electrical components common to all components within the given project.
- Revised models by incorporating feedback from virtual and prototype reviews with client. Led meetings with production team to determine the best construction methods for difficult design details such as solid surface countertops with inlaid metal and wood trim lining. Visited a kiosk installation to understand their difficulties with assembly and subsequently improved the way countertops were attached.

SolidWorks

- Extensive modeling experience using standard features as well as sheet metal and weldments.
- Built a configurable hardware library for items like screws to easily update size and finish in assemblies.
- Recreated a drawing template from Revit in SolidWorks with auto-populated data from model properties.
- Wrote a macro to insert virtual parts with BOM properties input by user.

EXPERIENCE

Freelancer

Sep 2015 – Present

Product Development Engineer

- Integrated with clients' engineering teams to provide engineering expertise and modeling support in SolidWorks.
- Created process improvements specific to clients in order to improve personal efficiency.

Pacific Studio

Jun 2015 – Sep 2015

Lead Detailer

- Engineered rolling steel framework for a section of the National Museum of African American History & Culture.
- Reviewed construction and functionality of structure with fabrication team.

Synsor Corporation

Jul 2012 – Jun 2015

Lead Product Development Engineer

- Engineered wood, metal, and solid surface components for a food service kiosk program.
- Collaborated with manufacturing to resolve issues and refine kiosk program
- Led a team of five engineers and drafters to meet deadlines

EDUCATION

University of Washington Seattle

Sep 2007 - Jun 2011

Bachelor of Science in Mechanical Engineering (BSME) with Japanese Language minor
Graduated cum laude with 3.72 GPA