

Micah Lindstrom

Please contact via
www.Linkedin.com/in/MicahLindstrom

OBJECTIVE

To lead innovation in a full-time position at a multinational company, and to continue integrating design, mechanics, electronics, and software

EDUCATION

Bachelor of Mechanical Engineering

Expected May 2017

College of Science & Engineering, University of Minnesota Twin Cities, Minneapolis, MN

GPA | *Cumulative: 3.92 Technical: 3.95*

Coursework | *Technical: Robotics • Motion Control Lab • Vibration Engineering • Vehicle Engines
Design: Creativity, Idea Generation and Innovation • Concept Sketching and Rendering*

Exchange Student & Study Abroad

Spring—Summer 2015 & May—June 2014

Nagoya University in Nagoya, Japan & UMN Study Abroad Program

- Navigated culture and language barriers to expand network and learn new perspectives
- Enriched international upbringing and self-awareness through new perspectives and experiences

EXPERIENCE

Mechatronics Technician

Sept. 2015—Present

College of Science & Engineering, University of Minnesota Twin Cities, Minneapolis, MN

- Soldering, milling, troubleshooting, and documenting a new medical device now in clinical trials

Lead Mechanical Engineering Co-op

Jan.—Sept. 2016

Turck, Inc., Plymouth, MN

- Fostered interdepartmental collaboration to comply with IP, NEMA, and military quality standards
- Designed and analyzed tests to investigate and conclude against use of plasma treatment process
- Leveraged CAD simulation for spring design and VBA macro for automated Excel cost calculator
- Developed SolidWorks drawings with geometric dimensioning for molded polymer product development

Project Manager

Aug. 2014—Sept. 2015; Project Member Sept. 2013—May 2016

Strandbeest Project, Tesla Works, University of Minnesota Twin Cities, Minneapolis, MN

- Led team from bottom-up to evolve \$13,000 walking vehicle using CAD, laser cutter, mill, and lathe
- Facilitated teamwork in brainstorming, prototype fabrication, and engineering analysis

Researcher

Dec. 2013—May 2014

College of Design, University of Minnesota Twin Cities, Minneapolis, MN

- Pioneered 3D modeling in desktop virtual reality; independently learned Python and wrote script

Robotician

2006—Present

Personal Time, Clubs (including FIRST Robotics, Science Olympiad, and university coursework)

- Programmed six-axis Universal Robots UR-5 robot to quickly assemble off-the-shelf flashlight
- Awarded for devising five-axis robot arm at state tournament and spring winding robot at university

SKILLS

Hands-on: Mill, lathe, laser cutter, 3D-printer (FDM and PolyJet), soldering

Software: SolidWorks (CSWA), Autodesk Inventor, PTC Creo, Mathematica, Linux

Languages: C/C++, Universal Robots URScript, VBA, Java, L^AT_EX, HTML, Python

Foreign Languages: Japanese (Beginner), Tok Pisin (Working Proficiency)