

WONJOON OH

Creative Technologist

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Creative Technologist, Mechanical Design Engineer, and Prototyping Expert who leverages extensive experience on emerging technologies to create high fidelity prototypes. Experienced in interactive media art, automobile, and robotics. Recognized for rapid prototyping, physical computing, and design for manufacturing and assembly.

SKILLS

3D DESIGN

Fusion 360, Rhinoceros 3D, SolidWorks, CATIA, Autodesk Eagle

DIGITAL FABRICATION

Rapid Prototyping, CNC Machining, 3d Printing, Laser Cutting

CRAFTSMANSHIP

Mill & Lathe, Woodworking

PHYSICAL COMPUTING

Arduino, Raspberry Pi, Processing

PROGRAMMING

C++, Java, Python

LANGUAGE

Korean, English

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Master of Design
Aug 2022 - Dec 2023

SEOUL NATIONAL UNIVERSITY

B.S. in Mechanical and Aerospace Engineer
Mar 2009 - Feb 2016

WORK EXPERIENCE

MAKERSPACE SUPERVISOR

Jacobs Institute, Berkeley | Aug 2022 - May 2024

- Provided design advice, fabrication instructions, and assistance for student projects.
- Enforced workshop safety protocols, and undertook hands-on shop improvement projects.

MECHANICAL ENGINEER

Tesla, Los Angeles | May 2023 - Aug 2023

- Coordinated a future generation prototype vehicle integration, including engineering functional exterior components and rapid prototyping of new seat adjustment mechanism.
- Researched and developed a 6 degrees of freedom motion platform mechanical system, resulting in a production-ready 3D design.

ADVANCED ROBOTICS MECHANICAL ENGINEER

Gentle Monster, Korea | Oct 2021 - Jun 2022

- Designed and/or consulted on over 5 robotics art installations, providing technical assessments.
- Designed and researched a coaxial 3-DOF parallel joint mechanism, producing a prototype for compact and versatile joint module for humanoids and animatronics.

MECHANICAL DESIGNER & PROJECT MANAGER

Envisible, Korea | Oct 2014 - May 2021

[Interactive Media Art](#)

- Designed, developed, and implemented mechanical/hardware parts for media art projects, leading to over 10 exhibitions in both Korea and international venues.

[Kids' Cafe Franchise Funtory House](#)

- Designed and developed interior structure, artwork, and media kiosks resulting in the successful opening of 8 indoor playgrounds across South Korea garnering 5,000 customers a month.
- Developed electromechanical parts for over 10 interactive devices that encourages children's physical activity.

[Versatile Plastic Building Block Brickit](#)

- Developed injection molding/sheet metal parts and researched bricklaying methodology, producing a system that enables to build multi-scale objects with plastic bricks.
- Participated in ideation, R&D, manufacture, and distribution phase of a consumer product, including supply chain and storage management, resulting in the launch of a DIY furniture kit for kids and families.
- Managed teams of over 15 team members/laborers on interior design projects, including 3 family and children facilities in Incheon International Airport Terminal.

CONTROL ENGINEER & SOFTWARE DEVELOPER

Robotis, Korea | Jun 2014 - Aug 2014

- Designed, developed, and implemented LabVIEW programs for robot actuators and humanoid robots, resulting in example projects and SDK manuals for users.