

# WONJOON OH

Mechanical Design Engineer

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Mechanical Design Engineer, Creative Technologist, 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, design for manufacturing and assembly.

## TOOLS & SKILLS

### DIGITAL FABRICATION

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

### DIGITAL FABRICATION

CNC Machining, Laser Cutting, 3d Printing

### CRAFTSMANSHIP

Conventional Milling & Lathe, Woodworking

### PHYSICAL COMPUTING

Arduino, Raspberry Pi, Processing

### PROGRAMMING

C++, Java, Javascript

## 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

### MECHANICAL ENGINEER

*Tesla Design Studio, Los Angeles | May 2023 - Aug 2023*

- Coordinated the integration of experience model building 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 3D design ready for production.

### ADVANCED ROBOTICS MECHANICAL ENGINEER

*Gentle Monster, Korea | Oct 2021 - Jun 2022*

- Designed and/or consulted on over 5 robotics art installation pieces resulting in excellent engineering technical assessments.
- Designed and researched 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, contributing to the successful launch of 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 children's cafes across South Korea garnering 5,000 customers a month.
- Designed and deployed mechanical and electronic parts of over 10 interactive devices resulting in successfully encouraging children's physical activity.

#### Versatile Plastic Building Block Brickit

- Managed and maintained all facets of product process from ideation to distribution including supply chain set up, product storage management system, and accessory components resulting in the launch of a DIY furniture kit for kids and families.
- Developed patterns and accessory parts through researching bricklaying methodology, producing a system that enables to build multi-scale objects with plastic bricks.
- Managed and led teams of over 15 team members/laborers on interior design projects, including 3 family and children facilities in Incheon International Airport.

### 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.