



## Daniel J. Lee

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### **About Me**

My professional sweet spot bridges the space spanning art and engineering. I am skilled in SolidWorks CAD, with particular expertise in parametric top-down master modeling, design table configurations, and advanced surface modeling techniques for product design.

**Skills:** SolidWorks 3D CAD, Surfacing, Master Modeling, Configuration Design Tables, FEA, CFD, MS Office, Illustrator, Affinity Designer, Rhino 3D, Grasshopper, 3D Printing, Design Sketching, Design Thinking, Machine/Plastic Part/Die-cast/Sheet metal/Extrusion Design.

### **EDUCATION**

*Master of Science Product Design*, Joint Program in Design. Stanford University, Stanford, CA.

This was a generalist, multi-disciplinary product design degree program with an emphasis on user-centered design philosophy

*Bachelor of Science in Mechanical Engineering and Art (double major)*. Rice University, Houston, TX

### **EXPERIENCE**

**Founder/Inventor** March 2021-Present

*Ryynstal LLC.*, Prosper, TX 75078

Founder of small business mechanical design engineering consulting & sports product brand.

**Senior Mechanical Engineer** June 2018-June 2025

*Universal Audio Inc.*, Scotts Valley, CA 95066

Quickly assumed lead responsibility for the mechanical design of 2 new flagship digital music hardware devices – representing new categories for Universal Audio. Job requires understanding fundamental design, engineering, and manufacturing principles including plastic part, sheet metal, die-casting, CNC, rapid prototyping, SolidWorks Flow Simulation thermal analysis, and design for RF & EMI safety and emissions testing. Initiated improved processes including adoption of complex surfacing, top-down master modeling, GD&T, and 3D configuration management.

**Director of Product Design** October 2016-May 2018

*Tactical Haptics Inc.*, Union City, CA 94587

Responsible for hardware product design and developed IP related to device interconnection and use transformation. Primary roles included mechanical conceptualization, 3D CAD, industrial design, design sketching, ergonomics, system architecture layout, and plastic part design.

**Senior Mechanical Engineer / Project Manager** November 2002-Sept 2016

*Delve (formerly Design Concepts, Inc.)*, Madison, WI

Mechanical engineering for a consultancy specializing in new product development. Responsibilities included project planning, account management, design sketching, functional prototyping, CAD, plastic part design, surfacing, rendering, engineering drafting including GD&T, vendor sourcing and coordination for manufacture and quality inspection, product testing, loads analysis, FEA, CFD analysis, FMEA, Tolerance stack-up analysis, DFMEA. Software used: SolidWorks (advanced user), MS Office, CF Design.

**Teaching Assistant** academic years August 2000-June 2002

*Product Realization Lab*, Stanford University, Stanford, CA

Responsible for assisting to run and maintain a prototyping shop and foundry. Experience with metal and woodworking including manual and CNC milling, turning, welding, and metal casting. Instructed students in best practices in operating machinery and manufacturing methods.

**Product Design Engineer (Intern)** June 2000-Aug 2000

*Apple Computer*, Cupertino, CA

Designed the PowerBook AC adaptor lightguide. Worked in the Portables Group (notebook computing). Coordinated with the Apple model shop and 3<sup>rd</sup> party suppliers to develop prototypes for validation and testing. Software used: Unigraphics (NX) v16.

**Mechanical Design Engineer (Senior Engineer)** 1998-June 1999

*Syscom Development*, Houston, TX

Mechanical designer for the DELTA-IV Rocket and NASA Space Station. UGv13 & v15. Utilized GD&T for dimensional control.

**Mechanical Design Engineer (Associate Engineer)** 1997-1998

*Lockheed Martin Space Mission Systems & Services LMSMS&S*, Houston, Texas.

Designed hardware and mechanisms for the International Space Station using EDS Unigraphics v12. Contracted to support the Automation Robotics Division of NASA. Designing, analyzing, fabricating, and assembling the Russian SAFER (Simplified Aid for EVA Rescue) Backpack.

### **Interests**

Golf, Tennis, Snowboarding, Art, Food, Movies, Reading, Music Technology & Recording, Generative 3D