

Allison Clark

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Education:

University of Washington Bothell: Mechanical Engineering Major

Graduation Date: Spring 2021

University of Washington: Master's in Mechanical Engineering

Graduation Date: Spring 2025

Skills:

Software: SolidWorks, Autodesk Inventor, Adobe Illustrator, Microsoft Office programs, Photoshop, and Arduino/C, ANSYS, JENA, SolidWorks, ProShop, DOORS, and Simulink.

Manufacturing Tools: lathe, drill press, angle grinder, soldering iron, 3D printer, band saw, tile cutting, fiberglass molding, Vertical Mill, Mill, and vacuforming.

Technical: Heat Transfer, Thermal Fluids, FEA, Systematic Engineering Innovation, Machine Design, Materials science, Advanced Material Science, Thermal Dynamics, and Electric Power.

Experience:

Boeing | Mechanical Systems Design and Analysis Engineer | October 2021-Present

- Analyzed flight data to determine the cause of the delay in the opening of a valve.
- Wrote technical documents to certify the 777-9 airplane.
- Created documents and guides that were used to assist with onboarding of 10+ new hires.
- Improved functionality, productivity, and efficiency by editing and adding to the Functional Isolation Manual and Pre-Flight Test Check List for the 777-9.

IDL Precision | Manufacturing/Mechanical Engineering Intern | June 2021-October 2021

- Worked closely with manufacturers and assemblers to design and develop a tooling that would improve the overall manufacture of the part
- Spearheaded the process of acquiring a laser cutter by calculating the profitability and assisting in the design of an assembly process.
- Estimated the cost of manufacturing parts using ProShop.
- Created drawings that were later used to manufacture parts.

Lunar Ingress/Egress System | Member | September 2020 - Present

- Worked with four other students to design and build a system to safely bring astronauts to and from the lunar surface from a cabin 20 meters high.
- Was a co-project manager working with one other member to lead meetings, organize and planned overall schedule and meeting agendas, created progress report with assistance of other members to report to supervisor on a weekly basis.
- Designed, prototyped, and manufactured a full scale model of Lunar elevator.

TrickFire Robotics | Design Team Member | October 2016 – August 2017

- Worked with 20 students to design and build a rover for the NASA Robotic Mining Competition.
- Prototyped and tested wheel designs, utilizing Autodesk Inventor and 3D printing to accelerate the process.
- Assisted with final assembly of various rover mechanical systems.

TrickFire Robotics | Outreach Lead | August 2017 – June 2018

- Oversaw the team's financial transition from an independent non-profit, to an official University of Washington organization.
- Tracked team expenses and university reimbursements, keeping a record of all transactions.
- Organized several community outreach events to promote STEM education.
- Submitted a report of the team's community outreach efforts to NASA.
- Oversaw financial planning for the team's trip to the NASA Robotic Mining Competition in Cape Canaveral, FL, which included gaining sponsorships from local businesses and applying for travel grants from the University.