

Alan Feng

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EXPERIENCE

Orbit Baby, Inc. | Newark, CA

Sept 2006 - Present

Product Engineer

- Interface with vendors and manufacturers in China; frequent travel to Asia to manage manufacturing rollout and sustaining engineering support of products
- Member of a multi-disciplinary design team that engages in concept development, rapid prototype building, human factors and ethnographic research, project management, mechanical design and CAD

Synaptics, Inc. | Santa Clara, CA

July 2005 - Aug 2006

Product Engineering Project Manager

- Managed and lead global, cross-functional sales, engineering and manufacturing teams from product scoping to engineering prototypes to mass production in Asia
- Interfaced with overseas customers and contract manufacturers for design, manufacture, and testing of 8 concurrent projects (in PDE and MP3 markets); 3 to 5 of these projects ramped to production each quarter

Concept Prototyping Team (member)

- Researched user behavior surrounding future living room media applications
- Developed prototypes and conceptual studies of future living room control devices

Stanford University | Stanford, CA

Sept 2003 - June 2005

Teaching Assistant

- *Product Realization Laboratory* (machine shop) - with Profs. Dave Beach and Craig Milroy, advised students on best practices and techniques for their individual projects; maintained safety of students and equipment
- *ART60 Design I: Fundamental Visual Language* (Bauhaus curriculum) - with Mr. John Edmark, supported and critiqued student work while encouraging students to push their own artistic boundaries
- *ME313 Human Values and Innovation in Design* - with Prof. David Kelley, taught students creative thinking through brainstorming, mindmaps, and user-centered observations and needfinding

Heath Ceramics | Sausalito, CA

June 2004 - Sept 2004

Designer / Operations Intern

- Analyzed and implemented a new glaze waste-water system to conform with OSHA's environmental standards
- Implemented new method of tile-mounting for quick and easy application for Heath and its contractors

Electronic Arts | Redwood City, CA - *Production Intern*

June 2003 - Aug 2003

Storymail, Inc. | Los Gatos, CA - *Graphic Designer*

May 2001 - Sept 2002

Visualize Video Corp. | Santa Clara, CA - *Web Designer / Project Manager*

Sept 2000 - May 2001

3Dlabs, Inc. | Sunnyvale, CA - *Applications Specialist (Mechanical CAD)*

June 1999 - Sept 2000

PROFICIENCIES

computer	Solidworks, Virtual Gibbs 3D, Adobe Photoshop, Illustrator, and Premiere, Macromedia Flash; exposure to various Mechanical CAD programs (Pro/ENGINEER, I-DEAS, et al.) & Design Content Creation (3DStudioMax, Maya, et al.)
mechanical	Lathe, mill, LaserCMM, plastics forming (thermoform, vacuum form, injection-mold), welding (OXY, MIG), CNC machining, model making, sand casting (bronze), investment casting (silver, bronze, aluminum)
linguistic	Mandarin Chinese (fluent speaking; moderate reading & writing)
interests	Aikido, good stories, social commentary in Art, making stuff, breaking stuff
honors	Work selected for <i>Signed Design</i> (2003, 2004) and <i>Design Redefined</i> (2005) art exhibits at Stanford University; Served on admissions committee for the Graduate Joint Program in Design at Stanford (2005, 2006)

EDUCATION

Stanford University | Stanford, CA

Sept 2002 - June 2005

M.S. in Engineering (Product Design) from the Joint Program in Design [MEng / Art depts]

Massachusetts Institute of Technology | Cambridge, MA

Sept 1994 - Feb 1999

B.S. in Mechanical Engineering; minor in Architecture; concentration in Visual Studies

updated Dec 2006