

DAVE EVANS

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EDUCATION:

Stanford University, MS: Product Design 1/2010

Stanford University, BS: Mechanical Engineering 6/2003

EXPERIENCE:

Freelance Consultant – Design, Engineering, & Strategy for Product Development 6/2001 – Present
Strategic pragmatist, providing rich and rapid perspectives on taking great products from idea to launch. Supported clients in user and market analysis, design, engineering, prototyping, DFM, and production.

- Clients include: One & Co., Driptech, Lucent Technologies, Stanford d.school, D2M, Toolz, pre-launch startups.

Stanford Product Realization Lab – Teaching Assistant 9/2008 – Present
Prototyping mentor, guided students from initial ideation to final products in the student machine shop. Demonstrated the relationship between manufacturing, personal goals, and good product development.

- Kept 700+ shop users safe and knowledgeable while ensuring all machinery was running smoothly.
- Worked with each individual's capabilities, promoting skill and confidence development. Garnered rave reviews.

Mighty Mitad, Ethiopia – Head of Engineering and Business Development 4/2008 – Present
Entrepreneurship enabler, developed and launched an affordable technology to improve Ethiopian stoves. Profitable in one month, selling a product that saves the poorest in the nation 15% of their annual income.

- Patented, manufactured, and launched with local partner. 2000+ sold in first year with demand steadily increasing.

Apple Computer – Engineer: Manufacturing Process Development 10/2005 – 10/2007
Manufacturing guru, responsible for taking Apple ID concepts from the studio to mass-production. Managed factories across Asia in the development of new technologies and manufacturing ramp-up.

- Worked on every major product release, with direct responsibility to Apple ID for quality and PD for quantity.
- Led \$25 million technology acquisition in Germany. Transferred equipment and expertise to China and Japan.
- Responsible for 350,000 parts per day, including all manufacturing, assembly, and six sigma qualification.
- Intimately familiar with lasers, transparent aluminum, thousands of CNC machines, and flying 100K+ miles a year.

Light and Motion Industries – Design Engineer 5/2004 – 10/2005
Lead designer and engineer, created camera systems for SCUBA divers and high performance bike lights. Solely responsible for development of two dozen iterative products and several blank-page concepts.

- Did all engineering, industrial design, CAD, FEA, prototyping, testing, and technical drawings for 26 products.
- Biked to work after surf sessions that occasionally doubled as team meetings and product testing opportunities.

Edge Innovations – Project Manager + Mechanical Engineer 10/2003 – 3/2004
Project manager and engineer, made animatronic robots used in Hollywood movies and theme park rides. Supervised technicians and job-shop manufacturing of hydraulic systems, lead technician on movie shoot.

- Created hydraulic system for shark filmed in "After the Sunset", controlled figure on-set in the Bahamas.
- Managed assembly of actuators for 500+ part humanoid figure used in "Revenge of the Mummy – The Ride".

Northrop Grumman – Mechanical Engineer Summers 2002 – 2003
Engineered tools and methods for nuclear submarine repair. Made ASME Y14.5 compliant specifications.

- Learned good document control, worked for The Man. Practiced entrepreneurship selling secrets to The Russians.

SKILLS:

Software: SolidWorks, Pro/Engineer, AutoDesk Inventor, MasterCam, GibbsCam, Cosmos FEA, Adobe Creative Suite.

Manufacturing: experienced with majority of processes used in prototyping, mass-production, inspection, and metrology.

Personal: acid jazz guitarist, cyclist, water polo player, avid cook, and deeply spiritual guy who loves to make great stuff.