

Douglas Mann

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Experience

- Oct'19-present **Google** - (London, UK)
Product Design Engineer in the Google Creative Lab. Provided creative and technical knowledge to assist and initiate projects to launch. Worked in small, fast-paced teams of multidisciplinary creatives to design hardware projects using Google's latest research.
- May'19-Oct'19 **Imperial College London** - (London, UK)
Mechanical Design Engineer in the Blast Injuries Research Lab. Created a novel 3D-printed prosthesis alternative for KD amputees in developing countries. My role covered the R&D, rapid-prototyping, and assisted field research in Tanzania.
- Jan'19-May'19 **Arborea** - (London, UK)
Mechanical Engineer at Imperial's Innovation Incubator in BioTech startup Arborea. Scaled a sustainable agriculture lab-experiment and architected a larger pilot model. Worked hands-on on R&D alongside a Sr Electrical Engineer. Experience working with contract manufacturers & DFM.
- May'18-Oct'18 **NASA Ames Research Centre** - (Mountain View, USA)
Research Engineer in the Fatigue Countermeasures Lab, Human Factors. Developed a device to more accurately measure capacitive touch-screen refresh rate latency. Worked with a Sr Software Engineer to explore and experiment solutions.
- Jun'17-Sep'17 **Notpla** - (London, UK)
Design Engineering Intern at sustainable seaweed packaging startup, Notpla. Prototyped a new production method to help transition to mass production, and designed alternate use-cases in an effort to drastically reduce our consumption of single-use disposables.
- Jul'15-Oct'15 **University of Exeter** - (Exeter, UK)
Mechanical Engineering Intern in the Computer Science Department. Tasked with analysing, disassembling, and restoring an early mechanical computer, for showcase in an educational museum setting.

Education

- Sep'16-Jul'18 **(MSc.) Imperial College London**
Innovation Design Engineering - Distinction
Double Master's student in the Dyson School of Design Engineering; experimentation, design, engineering, and enterprise activities with an emphasis on prototyping and proving technical concepts. Full scholarship.
- Sep'16-Jul'18 **(MA.) The Royal College of Art**
Innovation Design Engineering - Distinction
Held at the worlds leading Art and Design School; exploiting creativity to deliver social and economic benefits through design, and to achieve commercial success through innovation. Full scholarship.
- Sep'12-Jul'15 **(BEng.) University of Exeter**
Mechanical Engineering - First Class (Hons)
A traditional Engineers degree including advanced modules on Materials, Thermo & Hydrodynamics, Computational Modelling & Simulation, Mechanical Design, Management, Mathematics. Top marks for dissertation on the design and development of custom shoe orthoses.

Tools/Skills

Engineering Core understanding of mechanical principles & practices, with the ability to quickly apply the knowledge to new industries and environments.

Strong mechanical design skills accompanied with knowledge on fabrication techniques. Experience with one-off, batch, and open-source distribution.

Excellent workshop/maker skills, able to quickly build prototypes to test hypotheses.

Experience with Machine Learning concepts and physical/digital applications at a prototype level.

Familiar with microcontrollers and digital prototyping platforms (RPi, Arduino) and their enclosure integration.

Design Strong comprehension of design thinking with the ability to swap the Creative & Technical hats rapidly when needed.

A learn-by-doing mentality, and an iterating through prototyping process.

Excellent written and verbal skills with ability to express complex ideas and concepts through sketching and presenting.

Focus on innovation and entrepreneurship, with comprehensive experience in small, nimble startup style environments.

Experience at Google Creative Lab leading teams of creatives and technologists from idea to launch.

Software CAD (Solidworks, Fusion360), FEA (abaqus), CFD (ansys), KiCad, Adobe (Illustrator, Photoshop, InDesign, Premiere), Figma, experience with Python & C/C++

Recognition

Awards 2018 International Design Awards - Gold
2018 European Product Design Awards - Platinum
2018 Helen Hamlyn's Award for Creativity (RCA)
2017 ISEA student project competition - Winner

Publications 2019, Dezeen, Global
2019, 3D Hubs Blog, Global
2019, Student Design, Netherlands
2019, Interaction Magazine, 'How was it made?', Global
2019, ACM Interactions Magazine, Global
2019, Interesting Engineering, Global
2018, Techworld, UK
2018, AXIS Magazine, Japan
2017, China Daily, China

Exhibitions 2018, Dubai Design Week, Dubai Design District
2018, Dyson School of Design Engineering Graduate Show
2018, School of Design, Royal College of Art
2018, VCC Showcase, Imperial College Enterprise Hub
2018, Alumni Project Exhibition, The Royal Commission
2017, Work-in-Progress Show, Royal College of Art
2012, Arkwright Scholar Showcase, UCL

Patents Tactile language learning tool, GB1800839.1
Integrated chorded keyboard for smartphones, *pending*
Capacitive touchscreen response latency measure, *pending*

References available upon request.