# MATT STOKES - Vancouver, BC Canada

Passionate about **purpose-driven** deep-tech development. Main areas of research and exploration are problem-focused **robotics** and aerospace. <u>View Portfolio</u>

#### **EXPERIENCE**

## Sanctuary Al - Vancouver, BC

## Mechanical Design Engineer Co-op

Co-op - 4 months (Sept. 2024 - Dec. 2024)

- → Spearheaded the entire testing campaign for a new generation of highly dexterous hands, conducted mechanical risk analysis, designed custom machined electromechanical rigs to test all main high-risk aspects of new hand design, summarized and modeled all findings in an executive facing report.
- → Designed production components to address problems identified during my testing campaign, used GD&T and advanced manufacturing to accomplish ideal cost-to-precision ratios variable on component/assembly requirements.
- → Developed spreadsheet-based mathematical models for force output, wear, and backlash prediction over time for all major mechanical sub-assemblies of the new generation of hand.

## Rugged Robotics - Houston, TX

## **Mechanical Engineering Co-op**

Co-op - 4 months (Jan. 2024 - April. 2024)

- → Redesigned a full subsystem of the Mk1 robot platform, incorporating injection molded components to reduce cost of the sub-system by ~83% and drastically increasing usability in the field.
- → Designed and implemented multiple high-precision measurement rigs, utilizing Solidworks, SW FEA and GD&T. Reduced localization error rooting from measurement sensor modules by several orders of magnitude.

# **Prosper Robotics** - Remote

## **Mechatronics Engineer, Contractor**

Contract (June 3, 2024 - Present)

- → Designing custom high-dexterity, low-DOF end-effector. Reduces time to complete gripping operations > 30%. Incorporates an additional, under-actuated digit enabling gripping operations previously impossible without aids/custom tools.
- → Mnf. includes machined, injection molded, sand-casted parts. Assembly designed for safe operation in human environments.

## X: The Moonshot Company - Mountain View, California

#### Intern/Student

Sponsored Educational Experience - 3 months (Summer 2022)

- → Selected out of a pool of international applicants to participate in
  **3-months** of programming provided by **GoogleX**, culminating in an internship-style program on the **X campus**.
- → Worked on the Rapid Evaluation team engaging in R&D in X's in-house fabrication facility. Ending the process with a V1 physical product.

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#### **EDUCATION**

#### Honors Bachelors of Mechatronics Engineering

University of Waterloo, ON

2023-2028

#### SKILLS

#### **Technical Software**

- → CAD: Fusion 360, Solidworks, Onshape, Autocad
- → Programming: C++, Typescript, Javascript (Next.js, React.js), vanilla CSS, ROS2, CMake
- → Version Control: **git** + Github

#### Hardware and Techniques

- → 3D Printing (DLP, SLA, FDM)
- → Soldering
- → Technical Freehand Drafting

## **CURRENT PROJECTS**

- → Serial-Parallelized Bipedal Research Platform
  - V1 was a 14 DOF Biped Platform based on disney research paper.
  - Designed fully in Solidworks with FEA.
  - Currently working on fully custom Actuators for V2, >\$200 and configurable up to 120Nm
- → WMD 3d Printer (Wire-Metal Deposition)
  - Traditional Cartesian-style 3d printer, with self-locking rotary-style head, switching between MIG welding head and CNC Spindle.
  - Solves typical costs associated with high-precision metal deposition by over depositing material and subtractively shaping each layer to required precision.
- → UWATERLOO HACKERFAB
  - Building a semiconductor fab facility at Waterloo University.
  - Lithography and photoresist based, single layer integrated circuit fabrication.