



# CORBETT GRIFFITH

Mechanical Product Engineer seeks additional consulting roles to develop new techniques and lead engineering projects. I seek senior development roles where my self-assurance and command talents can develop.



## Now to 2003

### San Francisco & Atlanta

- My team collaborates extensively with companies, artists, entrepreneurs, and designers to create aesthetically sensitive solutions to design and engineering problems.
- Clients include Red Bull, EM Designs, NavStar, Playmotion! and Gray Fusion. Monumental sculpture installations at Burning Man include Temple of Gravity (2003), Colossus (2005), "I.T." (2006), Steam Punk Treehouse (2007), Crude Awakening (2007), and Homourobos (2007).
- Visual portfolio available at [www.withinstinct.com](http://www.withinstinct.com).



## 2005

### Silicon Valley

- IDEO is a design power-house for a reason. I learned how and why they are design leaders, practiced their methodology, and tapped into their extensive network.
- I studied all phases of the product design cycle including concept development, mechanical design, prototyping, validation, documentation, and client relations. An amazing learning experience.



## 2003 to 1998

### Atlanta

- Graduated summa cum laude BSME, GPA: 3.74/4.00.
- Co-op engineer in the Advanced Optics Group at CibaVision where I developed revolutionary bifocal contact lenses in a team-oriented environment integrating clinical trials, metrology, optics, and manufacturing processes.
- Minor in sculpture at Georgia State University.
- Studied abroad at Oxford University and traveled extensively through eastern and western Europe, and South Africa.



**Software:** Solidworks 2007, Pro/E Wildfire 2.0 including ISDX, AutoCAD 2D, Adobe CS, EES, MatLAB.

**Design:** Plastics, injection molding, RIM, drape molding, machined parts, video projection, sheet metal, pressure vessels, head mounted systems, pneumatics, steel, granite, optics, graphics, logos, web, print material.

**Fabrication:** Overseas management, welding, milling, casting, molding, electronics, optics, prototyping, foamcore, short-run production management.

**Fun:** Flying airplanes, crashing motorbikes, repairing motorbikes, power-kiting, inline breakdancing, acrobatic poetry, fork lifts and cranes.

**Lectures:** "How to Build Monumental Sculpture" - MakerFaire 2007, PechaKucha SF.  
"How to Make a Million (of a thing)" - PechaKucha SF  
"Design at the Nexus" - The Nexus of Art & Science, San Jose State.

## WOULD YOU LIKE TO KNOW MORE?

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