

# ANDRIUS RAULINAITIS

ENGINEER – UC BERKELEY 2015

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I am an Electromechanical/Software Engineer in the Los Angeles area with a passion for solving complex problems, learning new skills, robotics/mechatronics, numbers, and data. I enjoy writing software for prototype testing, simulation, geometry, internal tooling, data generation, collection, and analysis.

## TECHNICAL SKILLS

**Software:** JavaScript (browser, Node, React/React Native), PHP, C++ (Arduino), MATLAB, LabVIEW, Galil Motion Control

**Applications:** Jira, Slack, SAP, Oracle, GitHub, GrabCAD, Office Suite

**3D Modeling:** SolidWorks (Certified SolidWorks Associate)

**3D Printing:** prototype Metal Laser Melting Machine (in-house development), EnvisionTEC (cDLM, Micro/Vida, 3SP, SLCOM), Ender 5, Lulzbot Taz and Mini, 3D Systems Project 3000HD, Prusa MK3s

## ENGINEERING EXPERIENCE

### MANIME

Santa Monica, CA

#### Senior 3D and Systems Engineer

January 2022 – May 2022

*3D and Systems Engineer*

*June 2020 - December 2021*

- Developed 3D custom data capture (photogrammetry), modeling, and geometry manipulation software for 3D nail models
- Developed prototype mobile app (cross-platform) for an image/sensor data capture process
- Created Node.js and PHP APIs to enable programmatic expansion of the customer experience
- Interfaced with CV/ML models to improve production workflows
- Refactored preexisting codebase to ES6 Modules and object-oriented data structures
- Improvements to existing photogrammetry software interface, general workflow, data structure, and algorithms
- Developed internal tools to streamline operations/fulfillment
- Data collection and analysis of customer fit

### DIVERGENT 3D

Torrance, CA

#### Advanced Additive Manufacturing Systems Engineer

June 2018 – April 2020

- Developed improvements to existing metal SLM AM machines, including powder feeding and recoating.
- Developed new technologies for new metal AM machines
- Worked with production 3D printing systems to provide and monitor resources from a centralized location
- Parameter development for new materials in new AM processes
- Self-taught 6-axis robot programming (teaching points and OLP) for Yaskawa Motoman robot
- Create software and programs to generate data and job files for new/prototype AM machines and systems
- Design, fabricate, assemble, program, test, and iterate on electromechanical prototypes for AM machines

### ENVISIONTEC

Gardena, CA

#### R&D Mechanical Engineer

February 2016 – May 2018

*Junior R&D Mechanical Engineer*

*November 2015 – February 2016*

- Patented new method for novel printing method (<https://patents.google.com/patent/US10335997B2/en>)
- Find resources for new technologies and products for novel 3D printing methods and machines
- Create original designs and design iterations in SolidWorks given technical specifications and testing results
- Motor selection, mechanism design, laser/lens housing design, sensor selection, engineering drawings for manufacturing – including GD&T, creating BOMs for ERP software, and assembly drawings for production
- Assembly and testing of designs
- Embedded systems prototyping, such as Arduino and Galil for sensor feedback and control
- Generating job files for 3D printing machines, loading/running 3D jobs on machines, developing programs for mechanism testing, creating and modifying scripts for 3D printing algorithms