Joseph Tayloe Bowers

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Salt Lake City, UT / Seattle, WA
LinkedIn

Technical Skills:

- **Solidworks**
- **AutoCAD**
- **Catia V5**
- **MATLAB**
- **3D printing**
- **Figma**
- **Mentor Graphics**

Certifications:

- **SOLIDWORKS Associate in Mechanical Design (2022)**
- **SOLIDWORKS Associate in Additive Manufacturing (2022)**

Volunteering:

- **FIRST Robotics volunteer for local events**
- **University of Utah CAD design tutor**

Experience

Mechanical Designer at Sarcos Robotics

Salt Lake City, UT — Dec 2021 - Present

- I designed structural & IP rated parts used in a battery powered robotic exoskeleton system.
- Integrated tools and positioning equipment into a teleoperated robot system for customer demonstrations.
- Developed a custom hand controller with integrated haptic feedback and force sensing capabilities.
- Created engineering drawings of machined, 3D printed, welded, and molded parts used in both R&D and production environments.

Product Development Tech at Biomerics

Salt Lake City, UT — Oct 2020 - Dec 2021

- I created and executed a test plan to characterize a predicate device for use in an endoscope development project. This involved fixture design, understanding standards, and the authoring of test methods to be used in design validation.
- Built catheters in a cleanroom environment for use in a clinical trial and FDA submission. I developed work instructions and fixtures to streamline production and increase throughput.

Wire Design Co-op at Boeing Defense and Space

Seattle, WA — Jan 2020 - Jun 2020

- I assigned wire attributes to logic diagrams on shipside electronics used in the newest Air Force One airplane.
- Produced and organized BOMs for sensor package wiring.
- Generated long term production schedules for mission critical electrical components.

Manufacturing Engineering Intern at Megadyne Medical

Draper, UT — Jun 2019 - Jan 2020

- I designed and developed assembly fixturing to produce medical device electrodes in a cleanroom environment.

Education

Utah Valley University - Mechanical Engineering 2021

- Using MATLAB and C++ I programmed a ball launcher to use inverse kinematics to hit a real world target based on image processed data

University of Utah - 2015-2019