

Evan Laschinger

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EDUCATION

Binghamton University, State University of New York, Thomas J. Watson College of Engineering and Applied Science

Bachelor of Science Mechanical Engineering

Expected May 2029

Cumulative GPA: 3.96/4.00 | **Dean's List:** Fall 2025, Spring 2026

Relevant Coursework: Calculus I, II, III, Physics I, II, Electric Circuits, Intro to Engineering Design, Intro to Engineering Analysis, Intro to Ethics

TECHNICAL SKILLS

Software: SOLIDWORKS, SOLIDWORKS Visualize, KiCad, Autodesk: Fusion, Inventor Professional, Revit, Simio, MATLAB

Fabrication: 3-axis CNC Milling, TIG, MIG, Stick Welding, Drill press, Bandsaw, Table saw, Router, Manual Lathe, Calipers, Soldering Iron, Sandblaster

Programming & Electronics: Soldering, C++, Arduino (ESP32 & Arduino Uno microcontrollers), PCB Design

PROFESSIONAL EXPERIENCE

University at Buffalo – Condensed Matter Lab, Physics Research, Lab assistant

Jun 2024 - Aug 2024

- Assisted in operation of a two-stage chemical vapor deposition furnace to synthesize 2D nanomagnets
- Programmed simulation parameters in mumax3 to model triangular nanomagnets
- Collaborated with graduate researchers, troubleshooting lab equipment and scheduled meetings

PROJECT EXPERIENCE

Formula Society of Automotive Engineers (FSAE), Frame & Ergonomics Team Member

Aug 2025 - present

- Developed a rules-compliant mounting solution for the vehicle's emergency shut off button, utilizing 3D printing and waterjet cutting
- Designed a combined mount for Tractive System Status Indicator (TSSI) and Ready to Move Light (RML)
- Validated chassis through Structural Equivalency Spreadsheet (SES) to verify compliance with competition safety standards
- Managed complex, large-scale vehicle assemblies using Autodesk Fusion
- Contributed to frame welding utilizing TIG skills

Personal Engineering Projects, Designer & manufacturer

Jan 2022 - present

- Designed and manufactured an Arduino Uno-based under-bed lighting system with magnetic tabs for easy removal
- Developed ESP32-controlled LED system for Spikeball, improving game visibility at night
- Built a hardwired 4x4 Arduino macro pad with custom code and AutoHotkey integration
- Created an online portfolio showcasing design process and final products

Engineering Design Division Projects, Team Lead

Aug 2025 – May 2026

- Arduino Text Adventure Game
 - Worked in a team to modify basic Arduino text adventure game into casino blackjack
 - Designed and assembled the first PCB in program history
 - Integrated: Speaker system with variable low-pass filter, volume control, music implementation, arcade buttons, 4 x 20 LCD screen, and interactive game-responsive addressable LED lighting
- Reverse Engineering of Blood Pressure Monitor
 - Modeled 12 parts in SOLIDWORKS and rendered all 12 parts individually and inside of assemblies
 - Created 3d animation using SOLIDWORKS Visualize to illustrate the pressure measurement system
 - Completed comprehensive 41-page report detailing device: Operation, Functional Bill of Materials, Proposed Design Modifications, CAD Drawings, and Detailed Functional Schematic
- Fish Tank Transport device
 - Researched factors affecting fish transport and developed requirements approved by the project CEO
 - Engineered a portable fish tank transport device system to meet those requirements
 - Designed stair-climbing wheels, gravity-stabilized heated holding tank, folding aluminum frame, pneumatic casters, adjustable knurled handle, and rubberized tank holding straps inside of Fusion