

MICHAEL GILVONIO

(+61) 408 952 281 • m.gilvonio@gmail.com

MECHANICAL ENGINEER • DRAFTER

Creative and dedicated Graduate Mechanical Engineer with over 10 years of previous professional experience in a variety of industries, seeking a graduate/entry-level Engineering position to further develop real-world Engineering skills & portfolio. Highly driven, proactive and enthusiastic, with a strong dedication to problem solving, engineering design, and producing high quality work within strict deadlines. Previous 2+ years' experience working on real-world team Engineering Projects, offers tested engineering design, technical, interpersonal, and project management skills.

Areas of expertise include:

- Leadership, team building (on site & remote)
- Project management & documentation
- Professional verbal & written communication
- Sales & client negotiation
- High Computer literacy & hardware skills
- Research, problem solving & analytical skills
- Word processing & spread sheeting
- Eye for detail & high accuracy/work standards
- Highly adaptable and willing to learn
- Thermodynamics, fluid mechanics, CFD & FEA
- Parametric CAD, Inventor & Solidworks modelling
- Work well under pressure & within tight deadlines

PROFESSIONAL EXPERIENCE

MG FREELANCING – BRISBANE

October 2011 – Present

Freelance Generalist

Responsible for managing various freelance projects & contracts, with an emphasis on client relations and remote team communication. Primary duties have included 3D/CAD modelling, engineering design & research, utilising a mix of technologies for real time previewing and prototyping. Additional responsibilities include tutoring/leadership roles and graphic design work for a variety of clients. Professional communication and project management skills were essential to complete tasks on time and within all stakeholder expectations. Key accomplishments included:

- Investigation, evaluation & design of a new cargo trolley for a currency management. This required communicating with the client to the project requirements, constraints and objectives, to ensure final design met all expectations, and adhered to WHS & engineering standards.
- Provided freelance physics & mathematics tutoring as part of EzyMathTutoring services, to help struggling students develop an interest and love for math & science.
- Commissioned by Intech Engineers in 2012 to develop a showreel for the Mining Resource Convention in Brisbane. This included working with their engineering team & Inventor drawings to produce accurate final renders. This showreel is still used on Intech's website.
- Commissioned by WEICON Tools to develop models of their tools for an experimental 3D catalogue project. This required communicating with their director and lead programmer to ensure assets met the system requirements.

TEAM BONDI – SYDNEY

August 2007 – July 2011

3D Designer/Artist

Recruited by Team Bondi to assist with the large workload required for their AAA title project, L.A. Noire. Team Bondi was one of Australia's largest games developer, and recruited various talents from around the world. As part of a 150+ team, duties required strong technical, communication & time management skills to meet strict deadlines, while producing high quality work. Primary duties included design & creation of models for real time visualisation, and working with a mixed media & 3D scanned data production pipeline.

Key project accomplishments included:

- Earning the respect and admiration of the Director and Leads as a result of the commitment and high work standards demonstrated. This included special task assignments which required extra attention and expertise.
- Testing team generated model assets & updating \ documentation to reflect findings & generating new tasks.
- Working with 3D scanned data to perform optimisation and asset creation based on collected information.
- Cooperation and communication with personnel in various departments to maintain clear communication.
- Received a project completion award in acknowledgment of efforts and inclusion in the project's published credits.

BACS CONTAMINATION CONTROL – BRISBANE

November 2005 – July 2007

IT technician

BACS specialized in data centre, clean room and IT facility maintenance, for a variety of clients around Australia. As part of a Brisbane team of technicians, key duties focused on the maintenance of various data centres, clean rooms and workstations around the general Brisbane area. Work responsibilities required knowledge and operation of computer & server hardware to ensure adequate care was taken during maintenance. Key accomplishments included:

- Demonstrating excellent communication, time management and customer relation skills, to work in a team and cooperate with facility personnel to adhere to WHS and site safety guidelines.
- Excellent work ethic and commitment to the job earned manager's trust and respect, which allowed greater work freedom and minor team management duties.

EDUCATION

CENTRAL QUEENSLAND UNIVERSITY - BRISBANE

Feb 2013 – July 2017

Bachelor of Engineering (Honours) – Mechanical Engineering

Completed a Mechanical Engineering major, with a focus on project learning, and applying best engineering standards & multi-discipline practices.

Interests and key accomplishments were in the fields of Thermodynamics, fluid mechanics, CFD, FEA, and machine frame analysis & design. Key accomplishments included:

- Excellent team management and communication skills, with distance and onsite team members. This resulted in the same group of students getting together to work on critical team projects to ensure consistent and high-quality results.
- Modelling and design of a reduction gearbox (including housing) for use at a sludge processing plant near Brisbane airport. This required detailed mechanical design of the various shaft, gear and frame components, material testing, as well as significant consideration of the use environment to ensure the gearbox design met the necessary performance within the required coastal environment.
- Analysis, research, and optimisation of Engineering block's HVAC system using CFD modelling to improve building thermal comfort and energy efficiency.
- Final year project involved designing a new cargo trolley for a currency management company, that had communicated their engineering design need. This required professional communication and project management skills to meet all stakeholder requirements, and successfully complete the project. Research and implementation of engineering standards, WHS & ergonomic guidelines were essential to addressing the identified WHS based issues the client was experiencing.

QUEENSLAND UNIVERSITY OF TECHNOLOGY - BRISBANE

2003 - 2005

Bachelor of Fine Arts (Communication design) - Animation

Degree focus was on digital & creative design, to understand the impact and usability of human-system interaction. Majoring in 3D computer modelling & digital media pipeline provided a deep understanding of the growing digital age and human-machine interaction, with a focus on mixed media pipeline applications for future development. Key accomplishments included:

- Being hand-picked by the course coordinator to be part of a team working on an external experimental project called "Synaesthesia" for the mixed media artist Miro GrGic.
- Final year project demo "Eternal Realm" was selected to be displaced at the campuses' new Creative Arts theatre.