

Jackson Masters

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Skills

Design

- SOLIDWORKS
- Autodesk

Fabrication

- 3D Printing
- Laser cutting
- CNC Programming
- Vacuum Forming

Verification

- Analysis and Metrology Equipment
- Hardware Test Fixturing and Automation
- Failure Analysis

Management of

- Fabrication Labs
- Product Teams
- CM, ODM, & Supplier Relationships

Home Shop

- 3D Printers
- Glowforge Laser Cutter
- CNC Router
- Laser Scanner
- Full Wood Shop

Education

University of California, Santa Cruz

- B.A. in Psychology
- Concentration in Human-Computer Interaction

Patents

- US Patent 10650588
- US Patent 10204448

Interests

- Furniture Design
- Yoshida Woodblock Prints

Designer / Prototyper | [Freelance](#)

Dec 2020 to Present - Newark, CA

- Designing, prototyping, and testing new product concepts for clients.
- Managing onsite bring-up of prototypes in retail and industrial facilities.

Lead Designer | [Matter Compiler](#)

Jan 2022 to Oct 2022 - Palo Alto, CA

- Led the design, prototyping, and testing of a direct ink writing 3D printer system with a multi-material simultaneous extrusion array.
- Intended applications include customized pharmaceuticals and variable-thrust rocket motors.

Lead Hardware Engineer | [Kargo](#)

Apr 2020 to Dec 2020 - San Francisco, CA

- Managed design and prototyping for a loading dock data capture system.
- Industrial design used to secure series A funding and featured in TechCrunch.
- Developed testbed for evaluating prospective sensors, lenses, filters, and illuminators.
- Led onsite installation of prototypes in Detroit automotive plants.

Product Design Engineer | [Aquifi Inc.](#)

Jun 2016 to May 2020 - Palo Alto, CA

- Owned industrial design, mechanical design, prototyping, and low-volume production of computer vision hardware products.
- Built functional prototypes ranging from handheld devices to inspection arrays of IoT sensors.
- Led onsite integration of inspection systems for consumer, retail, and automotive applications in the US, Brazil, Italy, Belgium, and the Netherlands.

Hardware Test Engineer

Apr 2015 to Jun 2016 - Palo Alto, CA

- Reduced system calibration time from 20 min to 45 sec with lab-built robots.
- Developed systems to evaluate accuracy of computer vision system by comparing scans of 3D printed objects to their digital baselines.

UX/UI Researcher

Apr 2014 to Apr 2015 - Palo Alto, CA

- Designed user interactions for a gesture-based computer vision system.
- Evaluated system components and performed stress tests.