

Cornel Manole

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PROFESSIONAL SUMMARY

A highly motivated, analytical, and technical Design Engineer who holds a Master's in Engineering & Management of Complex Projects and aspires to be among the top 1% of engineers in the world. Demonstrated background working on all stages of product development, from research to development, to manufacturing, testing, and validation. Dedicated to meeting strict project deadlines and capable of producing thorough technical specifications based on company requirements within assigned budgets.

CORE COMPETENCIES

- Project Management
- Product Manufacturing
- Data Collection & Analysis
- CAD Design
- Plastic Parts Design
- NVH & Carpet Parts Design
- Failure Analysis
- Testing & Modelling
- Process Improvement

TECHNICAL SKILLS

- CATIA V5&V6: Highly skilled in modelling and surfacing using CATIA (Sketcher, Part Design, Assembly Design, Generative Shape Design, Drafting, DMU Space Analysis, Knowledgeware)
- Power copy creator (multiply features, creating tabs, clips in a fast way)
- Siemens NX (solid modelling and surfacing)
- Microsoft Office Suite (Word, Excel, PowerPoint, Project)
- Teamcenter, Digi Buck, GDG databases (consultation, updating, creating new entries and compositions)
- AVA Creator, Creator: Give focus to "clever CAD" modelling techniques using parametric CAD toolsets.
- GD&T, General Dimension Training, AutoCAD 2D, 3D

WORK EXPERIENCE

Rivian | UK and USA

Sept 2021 - Present

Design Engineer for Interior & Cockpit

- Work from the UK initially and relocated to US California to work for Interior Cockpit, with diverse teams in Michigan and California, on the R1 ongoing product and RHD development and new programs.
- Established as the go-to designer for RHD, studies, and changes to provide subject matter expertise.
- Produced an RHD variation R1 IP in the first week on the job and turned around 3 weeks of supplier quoted work in 12h.
- For the R1 Console bin latch study, turned around feasible bin latch proposals from basic direction incorporating proven experience and producing quality CAD that can be quickly updated.
 - Re-imagined the Console Cupholder, creating new vision in 3D, helping the team visualize the design possibilities.
 - Developed over four versions of the console layout to present to our CEO during this stage.
 - Utilize a variety of CAD opportunity to work on some exterior parts, such as a spoiler and air extractors.
 - My skill in design and collaborative creativity of new features align perfectly with the innovative spirit of Rivian.
 - When confronted with the challenge of turning around 3 months of work in 3 weeks to meet the deadline, I channeled all my skills and motivation and got it delivered, this will always remain the highlight of my journey at Rivian

Achievements:

- 1 of 9 CAD Engineers to be part of CAD Committee that will establish Methods and CAD Techniques, allowing the opportunity to upgrade the team's knowledge base in Rivian and be established as an expert.

Lotus via TTL | Warwick and Norwich

June 2019 - Sept 2021

Design Engineer for Interior Console and IP

- As part of a team with two locations, traveled frequently between them to establish relationships and gather information from colleagues.
- Outperformed on developing CAD required for Console (the first team that achieved the Gateway), and was assigned by the director to help other colleagues on parts from the IP (Air registers, Air Ducts, HVAC controller), sun visors, boot trim, door handle, rear quarter trim, A and B Pillars, NVH

Achievements:

- 1 of 6 engineers to receive a prize for the year's work and shortly followed by promotion to Senior Engineer

Aston Martin Lagonda | Gaydon

Dec 2016 - June 2019

Senior Design Engineer for Interior Trims and NVH

- Began work for a prestigious company using a different CAD system (Siemens NX) in a new vehicle area.
- Designed an engine and under-body Heatshields, and redesigned in just two weeks instead of five weeks due to a late supplier decision.
- Met tight project deadlines by showing incredible commitment, a lot of hard work under pressure and many overtime hours, earning respect from the team, appreciation from managers, and avoiding build delays.
- Learned the project side of the job and worked in both CAD and Project Engineering for about 18 months.
- Gained a thorough understanding of Teamcenter data storage and was promoted to Data Coordinator, allowing the opportunity to troubleshoot and assist CAD users across the large cabin interior team.
- For both sports cars and SUVs, modelled and released the engine and underbody Heatshields, Wheel Arch Liners, and Interior trim NVH, as well as all SUV's load space.
- As a cost-cutting idea, successfully redesigned two door sill brackets from aluminum extrusion to plastic, lowering the overall vehicle cost from £40 to just £5.

Achievements:

- Promoted to senior engineer and fully managed the manual version of Vantage (11 unique parts for interior)

Jaguar Land Rover | Gaydon

May 2014 - Dec 2016

Design Engineer for Bumpers & Grilles

- First program worked on was the most iconic JLR product, the DEFENDER, and since it was a legacy model, it had numerous iterations of the Style surfaces.
- Designed Bumper Assemblies that had around 30 parts.
- Placed in the studio design for 18 months to see the clay prototype on a 1:1 scale of the models worked on
- Proposed solutions for other teams' parts, such as bumper beams or spare wheel carriers, to achieve more robust design solution that worked with the bumpers.
- In January 2015, was assigned to other two iconic programs: Range Rover and Range Rover Sport
- In April 2016, finished training and delivered first generic model using advanced modelling techniques (AVA-Advance Vehicle Architecture) for positioning the PDC sensors on the bumpers and creating all the PDC brackets.
- The modelling time for the PDC positioning and brackets was significantly reduced as a result work performed and it was deemed the best this advance technique training had ever produced.
- Invited to present projects 8 times, from small to large audiences, including the main Body Town Hall event.

Achievements:

- 1 of 7 Engineers chosen to move inside Studio Design to work directly with Design and Packaging Engineers to achieve faster and design-friendly solutions.
- Created an advanced PDC model that significantly reduced the decision time for an agreement between ADAS, Design, Packaging and Engineers for positioning the Park Distance Control (PDC) Sensors on all-new programs.

Renault Technologies Romania via Segula | Bucharest

Sept 2012 - May 2014

Design Engineer

- Responsible for designing Exterior and Interior Trims, WHAL, and Engine Insulators according to RENAULT standards on Dacia models as Logan, Sandero, Duster, Lodgy, Dokker, and special editions.
- Designed new parts or modify existing ones considering the technical reasons, economic, and car design aspects.
- Conceptualized the design of prototype parts made in stereo-lithography and verified them on mock-up vehicles.
- Maintained relations with the supplier, architecture, and mounting department during the development of new parts.
- Created and checked technical drawings according with Renault standards and regulations.

Achievements:

- Gained an understanding of modelling plastic parts and taught Plastic Design Guiding Rules to new recruited graduates.

Dacia Groupe Renault Manufacturer | Mioveni (Romania)

Jan 2011 - May 2011

Intern

- Assigned to the Transmission team and learned the production process of Gearboxes TLx
- Support the lunch phase of new model Duster and supported the manufacturing plant in detail of all the stages of manufacturing a vehicle.

EDUCATION

Polytechnic University of Bucharest

Graduated: 2013

MSc, Engineering & Management of Complex Projects

Polytechnic University of Bucharest

Graduated: 2011

BA Hons, Engineering & Management of Industrial Systems

ADDITIONAL INFORMATION

- Languages: Romanian (Native), English (Proficient), French (Basic)