

Amos E. Avery – Mechanical Engineer

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EXECUTIVE SUMMARY: Amos Avery is a degreed Mechanical Engineer seeking to leverage his diverse experience and demonstrated creativity to promote product development success through his design firm, A very Swell Idea, Inc. The bedrock of Amos' professional training was established with a 9 year stay at Walt Disney Imagineering (WDI) in Glendale, CA. There he learned the basics of all forms of manufacturing, the fundamentals of applied design engineering, the essentials of effective project management and most importantly, how to work successfully with people. One of his key skills recognized by WDI is his ability to bridge the gap between creative/marketing teams and technical/manufacturing teams in a subtle, unassuming manner that puts both sides at ease knowing their needs are both understood and represented. After WDI, Amos' skills have continued to grow through conscientious service of numerous companies across multiple industries.

PROFESSIONAL EXPERIENCE:

Nov. 2001 to Present: **A very Swell Idea, Inc.** • *Principal Consultant.*

Owned and operated small product development firm. Clients serviced include Ellison Educational Equipment – consumer product crafting machine design, PEAK International – semiconductor industry plastic carrier tray design, Avertch, Inc, - consumer airline industry product design and others. Offered CAD design, prototype development, graphic/web design, database software development and other design related services. Led a small staff to meet and exceed client needs and expectations. Developed additional products for A very Swell Idea, Inc. including a plastic collapsible organizer product, a fabric barrier product for outdoor event organization and a promotional packaging product utilizing custom software and hand operated die-cutting technology.

Oct. 1998 to Nov. 2001: **Walt Disney Imagineering** • *Mechanical Engineer.*

Extensive support of the design and engineering of all Audio-Animatronic Animation manufactured for the various Disney theme parks (Manufacturing/Design Engineer). Led engineering teams in the design of various complete shows (Project Engineer). Managed purchase and rollout of numerous CAD computer stations including hardware and software specification and support (CAD Manager). Initiated research and procurement of a rapid prototyping machine, the Zcorp 3D printer, and implemented training programs for its use as a design and manufacturing tool (Technology Integrator). Led teams of artisans and engineers (both technical and creative) to develop new types of Audio-Animatronic Animation (R&D Project Manager).

Aug. 1992 to Oct. 1998: **Walt Disney Imagineering** • *Mech. Engineer Assoc.*

Experience in the design and engineering documentation of Audio-Animatronic Animation systems including precision mechanical assemblies, hydraulics components and systems, pneumatics, electro-mechanics and plastics skin systems. Served as lead Animation Engineer for several animated shows for theme parks worldwide. Developed extensive background in 3D solid modeling and innovative use of computers as a design and manufacturing tool.

Companies
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