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UNITE gave me multiple tools that have been extremely helpful as a first year engineering student at Cal Poly San Luis Obispo. Since starting with Inventor, I have learned multiple other programs including Solidworks, and Fusion 360 which are both widely used throughout industry. Additionally, participating in projects with physical prototypes gave me an introduction to designing for manufacturability. One of my biggest draws to apply to Cal Poly was the premise of "learn by doing" where I have gotten to engineer and manufacture my own designs. The roots set by UNITE reduced the learning curve required to design for manufacturability with the resources available to me as a Cal Poly student.

One of the most notable components of UNITE that has propelled me here at Cal Poly has been learning to draft by hand. While we did not practice a large amount of orthographic projections, and had complete our drawings without any tools, the ability to understand how to project 3D objects in to two dimensions that can be understood by engineers has been uncanny in how helpful it was. Many of peers, including myself found the exercises to be tedious and a waste of time but my drawing skills increased ten-fold and the skills carried through college to become applicable. It is not only a valuable skill to draft for classes but to communicate ideas as an engineer quickly and without the need for advanced software.

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Uni Class of 2017