

Pall Kornmayer

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Experience

Apple

April 2018 – August 2020

Product Design Engineer – Special Projects Group

- Hardware engineer leading design of metallic structures systems on test and development platforms
- Evaluated design concepts with a focus on product architecture and balance of performance requirements
- Developed GD&T and fixture/manufacturing strategies for low-volume test builds

Tesla Motors

January 2013 – March 2018

Senior Design Engineer – Body in White

- Responsible for design of body structure parts and subsystems from clean sheet to full production
- Created and maintained all CAD models, EBOM, GD&T, and joining files
- Worked with crash simulation and high-voltage battery teams to develop vehicle crash strategy and advanced integration of battery enclosure with crash structure
- Engaged directly with suppliers and in-house manufacturing teams to assess capabilities, implement new fabrication techniques, and troubleshoot dimensional and part quality issues
- Lead engineer for Model 3 and Model X center underbody and side sill systems
- Lead engineer for Model S right-hand drive body in white variant
- Specific experience with ultra-high strength martensitic steel members; high-strength, high-elongation aluminum extrusions; remote laser welding; automotive HV battery pack safety constraints

Key Achievements and Leadership

- Model 3: 5-star side pole crash rating, lowest intrusion to occupant area ever tested in a production vehicle; delivered Tesla's first steel vehicle, an all-new platform, in under 2 years
- Model X: 5-star side pole crash rating; adapted Model S underbody for higher vehicle mass while incorporating changes to improve production throughput and reduce cost
- Recognized with 2014 "Key Contributor" award for work in the vehicle engineering organization
- Mentored three interns/co-ops; traveled to represent Tesla at university recruiting events
- Created the Tesla Employee Car Meet event: planned gatherings with HR, facilities for 300+ employees
- Delivered 50+ Model S cars to customers to achieve quarterly delivery targets in 2013-2014

Fisker Automotive

July 2011 – November 2012

Design-Release Engineer – Exterior Systems

- Responsible for the development of eight plastic body exterior parts for the Atlantic ("Nina") sedan
- Created and maintained product design documents including DFMEA, DVP&R, ECRs
- In parallel with engineering duties, managed an in-house test fleet of 5-10 Karma vehicles validating software builds before customer release – personally accumulated 12k miles of seat time

Education

Massachusetts Institute of Technology

2011

B.S. Mechanical Engineering with a minor in Philosophy

Skills

Software

Solid modeling and surfacing in CATIA V5 and NX11; Solidworks; Enovia and Teamcenter PLM systems; Windows, Mac operating systems and programs

Work permissions

American and Icelandic citizenship, right to work in the EEA and Schengen area

Extracurriculars

Working on my cars, high-performance driving, international travel, concerts, photography, improv