

Bennett Stouffer

bennettstouffer@gmail.com

Skills

Design Tools: Fusion 360, Inventor, PTC Creo, Solidworks, Cura, Photoshop, Affinity Suite

Practical Skills: Automation (Industrial and Software), 3D Printing, Electronics Design and Fabrication, Machining (Manual and CNC)

Methodologies: Lean Manufacturing, Six Sigma, Kaizen Facilitation, Continuous Improvement

Languages & Tools: Python, C#, Claude, ChatGPT

Experience

Product Engineer, SafeFleet – Randall Facility Oct 2025 – Present

- Sole engineer for the facility, covering product development, material validation, testing, and margin analysis
- Built two custom drawing-generation applications through AI-assisted development, cutting customer drawing turnaround from 4 hours to 5 minutes and enabling sales to produce drawings without engineering involvement
- Subject matter expert on the product line, designing custom Insulwall solutions with customers from spec through implementation
- Partner with production, sales, marketing, and leadership to troubleshoot issues and drive process improvements

Manufacturing Engineer, SafeFleet Jan 2024 – Oct 2025

- Led site to win SafeFleet's company-wide Continuous Improvement Award, driving \$720K+ in total labor savings
- Delivered three flagship initiatives: a scrap reduction project (\$277K), a Truck & Trailer fabrication Kaizen (\$103K), and an aluminum welding productivity project (\$142K)
- Led multiple Kaizen events, partnering directly with operators to identify and implement productivity improvements

Design and Manufacturing Engineer, Systemair – Lenexa, KS Sept 2021 – Jan 2024

- Automated a tedious and dangerous workcell with a six axis robot, allowing runs of thousands of parts with minimal human interaction
- Implemented a new end-of-line tester that fully automated the test process, protected operators from 1500V shocks, and catches future returns through improved precision
- Led the addition of two new product families to the facility, revamping CAD and drawings with full prototyping and pilot runs, with successful handoffs to production
- Performed wind tunnel testing of 30+ fans, including analysis and design recommendations for underperformers
- Programmed helper programs in Python to automate repetitive, error-prone tasks

Mechanical Engineer II, Black and Veatch – Overland Park, KS May 2018 – Sept 2021

- Contributed to the design process for military and intelligence installations
- Generated HVAC, chilled water, and plumbing calculations and drawings, and helped develop project specifications alongside senior mechanical engineers
- Worked cross discipline with electrical, civil, and architectural engineers, and with vendors to size and select equipment

Product Design Intern, Cummins Inc. – Minneapolis, MN May 2017 – Aug 2017

- Led endurance testing for an RV engine generator and assisted in testing and design decisions

Projects

Corn Maze Rake

- Designed a pull behind rake for a skid steer loader to knock down dirt piles left by the tracks while turning, working from back of the napkin calculations with a welder to a finished product

Amateur Game Design

- Design, prototype, and program software and board games in my free time to hone my programming skills

Education

Cedarville University – Bachelor of Science in Mechanical Engineering

May 2019