

Trent Storm: Work Experience

July 2020 - Today



Confidentiality limits allowable photos

Apple - SPG

September 2021 - February 2024

Developed 16 [patentable technologies](#) in fields like sustainable manufacturing and mechanical design

Created experience demos with mixed reality as well as electromechanical systems

Worked with suppliers to develop prototypes for technology validation

Worked with CAE team to simulate structural and impact loading to optimize part design



Model 3 2024 Center Console

November 2020 - August 2021

Lead early stage engineering with industrial design team and thermal engineering on rear vent with display

Developed airflow control mechanism as well as A-surface vent outlet area, UI/display placement

Developed prototypes and presented to executive leadership before leaving for Apple



Model Y 2020 Center Console

July 2020 - June 2021

Lead design and development of magnetic latch on armrest for center console working with industrial design team

Launched center console, a complex assembly of stamped metals, injection molded structures, wrapped A-surface parts, and integrated electronics in North America and China



Model Y 2021 Structural Pack Console

November 2020 - June 2021

Lead engineering development for the installation method and structure of the console, working cross functionally with manufacturing ops teams. [Video here.](#)

Start video at 5:01 if timestamp doesn't work.

Created injection molded rails and a bracket capable of tolerance absorption while working with CAE team to ensure far side crash structural readiness.



Bolt Gaming

August 2019 - August 2020

Designed and prototyped a one handed gaming controller for people living without functional use of both hands

Pitched concept and received funding through Berkeley Innovation Catalyst series

Developed prototypes using 3D printing and custom circuit boards I designed