

Theodore Michael Hines

(224) 234-4414 | tedhines0@gmail.com | 1500 1 South Wacker, Chicago, IL 60606

WORK EXPERIENCE

Invenenergy, Senior Staff Engineer
Staff Engineer

March 2025 – Present
June 2023 – March 2025

- Lead design of turbine layout, access roads, and site electrical cabling
- Manage pre-construction diligence including but not limited to geotechnical investigations, site hydrology studies, noise and shadow flicker assessments, and road-use optimization
- Analyze on-site meteorological data and perform statistical regressions with long-term reference datasets to model long-term wind resource at projects
- Build energy models to estimate annualized energy production and time-series production to inform project financial models and bids
- Designed and supported successful county permit applications for projects totaling 500 MW of capacity

ARCO Murray National Construction, Project Manager Intern

May 2022 – August 2022

- Helped oversee multiple projects for the Tenant Solutions team
- Independently contacted subcontractors for different trades and secured bids for projects
- Used On-Screen Takeoff to estimate the material, labor, and cost for a variety of projects
- Researched Capstone Project regarding the profitability of CFD in vertical farms
- Kept organized and scheduled out the project in order to meet client's deadlines

EDUCATION

University of Wisconsin–Madison, Madison, WI

September 2019 – May 2023

- B.S. Mechanical Engineering

UNIVERSITY PROJECTS

WiscWind, Team Lead of the Mechanical Division

- Research and develop a small-scale wind turbine for deployment in a given location
- Design, test, and revise different models of wind turbines, and compete them against other universities
- Responsible for using my knowledge of mechanical engineering to come up with ideas and make certain deadlines

SKILLS

- **Coding Languages:** Python, Java, MATLAB
- **Other Software:** Global Mapper, Windographer, Openwind, Solidworks, LabVIEW, AutoDesk CFD, Arduino, Microsoft Excel, On-Screen Takeoff, QBlade