



HAPPY HOLIDAYS!

Dear Sponsors, Friends, Family, and Supporters,

The team is moving ahead steadily to prepare for our upcoming manufacturing in January. With Design Reviews wrapped up, and most of our parts ordered, we are on track to start putting together SR-16.

However, our members are currently on a well-earned break before crunch time starts. We would like to take a moment to wish you, our supporters, a very happy holidays, and a wonderful start to 2025.

We look forward to keeping you updated on our progress as we manufacture SR-16.

Warm regards, On behalf of the team,

Kai Rehbinder (Chief Engineer) Robine van Veen (President, Business Lead)



Design Reviews: Wrapped Up!

We wrapped up this year's Conceptual Design Review (CDR) season in early October.

The team concluded CDRs over a week earlier than last year, which set come back for Software. We have a good pace to carry into the Detailed Design Review (DDR) season, which wrapped up in November.

We talked to the Flectronics and Software leads. Kaden Golda and Carlie Yem, after their CDRs and again after DDRs.

Kaden, any comparisons to make between this years CDRs and last year?

We're moving two weeks ahead of schedule. The big thing is getting manufacturing done faster.

Carlie, any comparisons between years?

Way more interns joined this season. We had around 200 applicants. Last year we only had around 2 people around 15 now!

Kaden, any points of pride for your subteam this DDR season?

Flectronics has been on a constant. sprint between PDRs, CDRs and DDRs. Everybody has done an amazing job with balancing school and creating smart and reliable PCB and harness designs.

Carlie, any points of pride for Software?

The overall detail the designers achieved in their DDRs, and their readiness to answer questions that alumni and other members asked.



Welcome to Our New Interns

It is a brand new school year and that means a new batch of interns have joined the team. We wanted to take some time to see why some of these new faces have joined us and see how they can grow and improve the team in the next couple of years.







We were able to interview some of this year's interns to see how they found out about the team and why they joined. People found out about the team from many different sources: online, tabling, through friends.

The most common source was online, either through the San Jose State University website and social media or the Spartan Racing team's social media and website. A lot of these new interns are excited to contribute to the team and learn more in their specific field.

One intern said that they, "...wanted to be part of a community that could innovate, collaborate, and compete across the nation."

Other interns are fans of motorsports or going into engineering and want hands-on experience that you could not get anywhere else. These interns all have one thing in common, the passion and excitement to help succeed with the team and work on developing SR-16.

In order to show our new interns how to grow and improve with the team, we have also interviewed some of our first year designers to see how they were able to go from interns to permanent members of the team. To become a designer, interns should be watching and learning from their leads and designers as well as exploring each subteam to learn more about the car itself to figure out what subteam is the right fit for them.

Being able to change subteams and go to any subteam meeting is an advantage interns have when it comes to understanding the team. At minimum interns should be able to spend around 10 hours a week working with the team. As

manufacturing on SR-16 starts, interns will be able to put in 35 or more hours working with the team and on the car, gaining experience to use in the following years on the team as a designer or lead.

The easiest way to become a designer is to show up, be present with the team and be eager to help and lend a hand to whoever might need one. Interns are able to learn about the car and watch how our subteams function and what designers do. Designers are able to put the knowledge and experience they have learned in their intern year into action and have a permanent place on the team.

While being a designer requires more of a commitment from the members, they are able to have a larger impact on the team and spread their knowledge to the next generation of interns.















AMKmotion





















































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