



**KYLE SWENSON**

**Project Implementation Engineer**

“You can construct the most amazing and sustainable building, but if no one is there to maintain, improve and inspect it over the years, it won't be so amazing and sustainable anymore.”

Kyle Swenson is Switch Automation's Project Implementation Engineer for our U.S. clients. He sets up and maintains all of the U.S. projects, ensuring that the right data is being monitored, and tweaks the platform's logic to properly report issues. He comes from the sustainable design industry as a mechanical engineer, and therefore provides valuable insight into building operations and optimal design practices. He has both his Professional Engineering license in California as well as a LEED Associate Professional certificate in Building Design and Construction.

He has been in the sustainability professional network since he graduated from the University of Southern California in 2012, but as a San Francisco native, sustainability is in his blood. As such, he understands what the sustainability industry is looking for in terms of building equipment, control systems and energy dashboards.

Kyle also makes recommendations on Switch features and modules, to add as much value for our users, as possible.

## **Kyle is most proud of...**

> Discovering a problem with one of Switch Automation's client's air-side economization systems and diving into the data to try and determine the problem. Over the course of only about an hour, he was able to graph and identify key issues with the economization system which could save this 1,500,000 square foot site upwards of 30% on their energy bill.

> Designing Pixar's cooling system for their Renderfarm, which does all of the processing for their movies. He was responsible for helping them decide to go with a compressorless (read: minimal energy) cooling system, due to their location near the bay in Emeryville, California. The industry standard design for a project like this would have used a water-cooled chiller to create colder-than-required water to be pumped throughout fan coil system in the data center which will cool entire "cold aisles" for the servers to use for cool-ing. Instead, the team skipped the entire chiller and used evaporative cooling along with cooling coils inside the servers to keep the rendering and server equipment running optimally. He worked with the computing equipment manufacturers to determine how warm the equipment could get, while still running optimally.

> Serving as the lead mechanical design engineer for Caltech's Thomas Laboratory which required almost two years of detailed coordination and design, due to complex infrastructure being installed in an old concrete building. His team maintained highly sustainable aspects of the project while battling the vicious and on-going discussion of who gets to put their equipment where. In the end, the systems were simple, easy to maintain, had extremely low pressure drop, and fit. They even implemented heat recovery for their building's heating load off of the 100 kW high power computing center.



4  
years in  
building industry



4  
years in  
sustainability

## When Kyle isn't busy being a project implementation engineer, you can find him...

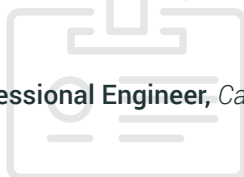
- > Outside having a blast on his mountain bike, climbing up large rock faces, hiking around with too heavy of a backpack, or hanging out with friends around a campfire
- > Exploring practical ways to push technological progress that works in harmony with our natural environment

## EDUCATION



B.S. Mechanical Engineering,  
*University of Southern California*

## MEMBERSHIP



Professional Engineer, *California*