



**Mr. Michael Britt-Crane**  
**Lead, DoD Manufacturing Technology Education and Workforce Development Team**

Michael Britt-Crane leads education and workforce development (EWD) efforts on the Manufacturing Technology (ManTech) team in the Office of the Undersecretary of Defense for Research and Engineering OUSD(R&E).

Under Mr. Britt-Crane's leadership, the ManTech EWD team has facilitated collaboration across the nine DoD-sponsored manufacturing innovation institutes under the Collective Impact model and developed a strategic framework for federal leadership in manufacturing workforce development.

Mr. Britt-Crane also co-chairs the manufacturing EWD Interagency Working Group for the NSTC Subcommittee on Advanced Manufacturing as well as the DoD Joint Additive Manufacturing Working Group EWD Council.

Mr. Britt-Crane and his team oversee investments in manufacturing education advancement under OSD ManTech, the Manufacturing Engineering Program, and the OSD Small Business Innovation and Research Program. The ManTech EWD team also supports investments made by the DoD STEM Manufacturing Engineering Education Program, and the Defense Manufacturing Community Support Program.

Before joining the OUSD(R&E) ManTech team, Mr. Britt-Crane was a program manager and mechatronics engineer at the Naval Surface Warfare Center, Carderock Division (NSWCCD), where he co-founded the Manufacturing and Knowledge Education (MAKE) lab and led development, productization, and expansion of the SeaGlide® marine robotics STEAM (Science, Technology, Engineering, Arts, and Math) program. Under Mr. Britt-Crane's leadership, the SeaGlide® program expanded to reach more than 50 educational institutions across 17 states. At NSWCCD, Mr. Britt-Crane also led the Advanced Control Effectors mechanical engineering team for five years and the pilot development of the SeaSerpent  $\mu$ AUV platform.

Mr. Britt-Crane holds a Bachelor of Science in Mechanical Engineering from the University of Virginia and has technical expertise in mechatronics, additive manufacturing, and STEAM education.