

GREG MAHRING

Cleveland, OH | 440.567.2817 | mahring190@aol.com | linkedin.com/in/greg-mahring | github.com/gregmahring

SOFTWARE ENGINEER / DEVELOPER

Problem Solver Proven to Create Innovative, Cost-Effective Designs, Offering 10+ Years' Mechanical Design Experience Combined with Recent Completion of an Intensive Coding Bootcamp Resulting in a Software Engineering Certificate

"When working with Greg on projects, I am able to give him general direction, stand back, and watch him produce great results...he would be a great technical and creative resource...routinely takes time out of his busy schedule to work with and develop others...has very good 'hands-on' experience that also translates to great design solutions."

— Excerpts from LinkedIn recommendations

CANDIDACY SNAPSHOT

- ▶ **Collaborative team member known for embracing complex projects**, producing high-quality outcomes, and driving achievement of milestones and deliverables.
- ▶ **Technology evangelist spending entire career leveraging technology tools** to control costs, expedite processes, and support high-quality manufacturing.
- ▶ **Full stack developer with front- and back-end knowledge** and the creativity to design engaging user experiences for web-based applications.

*Project Planning & Management
Continuous Improvement
Deadline Achievement
Technology Training
Design Engineering
Team Leadership*

TECHNOLOGY

C#	.Net	ASP.NET	JavaScript	jQuery	HTML5	CSS3
Bootstrap	MVC	SQL	Responsive Design	Object-Oriented Programming	Transactional Databases	Source Control
Mobile Design	Scrum	MSSQL	Git	GitHub	CAD	3D Rendering

EXPERIENCE

Halpin Solutions, Cleveland, OH
Class "A" Surface Developer, 2015-2016

Produced Class A and concept surface models—of interior and external components—for automotive and recreational vehicle manufacturers. Delivered high-quality designs with both speed and accuracy, keeping teams informed of progress, issues, and resolutions to ensure achievement of project goals. Leveraged strong technical skills to support programs.

- ▶ **Met nonnegotiable deadlines on Daimler Trucks North America projects**, creating Class A surface models of components to facilitate projects moving to the next stage of development and production lifecycles.
- ▶ **Interface with program teams and downstream stakeholders** to enhance the development of surfaces, identify potential feasibility issues, foster cross-functional communication and collaboration, and fuel achievement of shared goals.

OLSA Resources, Portland, OR
Mechanical Design Engineer, 2013-2015

Delivered concept development, prototype design, and documentation for programs such as the next-generation Cascadia project. Mentored and trained up to 30 engineers during transition from Catia v5 to Siemens NX, leveraging extensive experience in both CAD solutions—to orient users to best practices—and design functionality.

- ▶ **Drove continuous improvement, cost containment, and production efficiencies** as a contract designer for Daimler Trucks North America, working well both on and offsite as a key member of the Cab Engineering Department.
- ▶ **Reduced parts count while maintaining strength properties** by designing a prototype auxiliary mirror for the next-generation Cascadia project; improved sealing capabilities through design of rear mount fog lamp concept.

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MTD Products, Inc., Valley City, OH

Design Engineer, 2008-2013; **CAD Designer**, 2003-2007; **Purchasing Assistant**, 2002-2003

Joined the organization in a temporary purchasing role but quickly was identified as a high-potential contributor and offered CAD Designer role with strong internal training and development opportunities. Designed individual parts and full assemblies for outdoor power equipment products, serving as a key member of the team and delivering manufacturing-ready designs.

- ▶ **Cut the number of design revisions in half**—from an average of 13 to 7 per part—through forward-thinking actions, working diligently before the design process to ensure tooling and industrial designers’ goals were aligned.
- ▶ **Mitigated part failures through a steadfast focus on quality assurance**; became the ‘go-to’ resource for design of highly complex 3D models under extremely tight deadlines, holding role as a leader on the design team.

EDUCATION

We Can Code IT
Software Engineering Certificate, 2016

Academy of Art University
Industrial & Product Design, 2009-2011

University of Akron
Graphic Design, 1998-2000

University of Dayton
Graphic Design, 1993-1997