Arturo Ayon
Full Stack Software Engineer, Front-End Developer, Back-End Developer
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SUMMARY
I am a former manufacturing engineer looking to break into a career in software engineering. During my career as a manufacturing engineer, I gained a passion for process improvement and automation. I enjoyed the challenge of finding solutions to complex problems and the way it made one think creatively. This passion for problem-solving is what ultimately led me to pursue a career in software engineering.

SKILLS
Programming Languages: HTML | CSS | Python | JavaScript
Frameworks: NodeJS | Express | React
Databases: MongoDB | PSQL
Tools: Google Dev Console | Mongoose | Atlas | VS code | Zoom | Slack
Spoken Languages: Fluent in both English and Spanish

SOFTWARE ENGINEERING EXPERIENCE
Software Engineering Immersive | General Assembly   November 2021 - February 2022
Successfully completed 500+ hours of expert-led instruction in front end and full-stack development, database management, and hands-on learning of full-stack fundamentals and the industry's most in-demand technologies. Developed projects include:
- Connect Four: The two-player game where the goal of each player is to achieve a line of four linearly connected chips corresponding to their color. This game was developed using HTML, CSS, and JavaScript.
- TickerTracker: This app allows users to create a portfolio of stocks they are interested in, allows them to keep track of all their transactions associated with each stock, and gives them the total amount they have invested in each stock. Technologies used: MongoDB, Mongoose, Express
- HotSpot: Collaborated with a group to develop an app where users can rent out their parking spots to other users. This app was developed using Python and Django.
- SquareUp: This app allows users to take part in the gambling game of squares. Users can start their own game of squares or participate in another user's game. This app was developed using MongoDB, Mongoose, Express, React, and Node.

PROFESSIONAL EXPERIENCE
Ancra   June 2021 - October 2021
Manufacturing Engineer- Azusa, CA
- Lead the company's new flexible manufacturing system (FMS) by scheduling and setting up jobs that were due to the cell.
- Developed the team by training CNC mill operators on an unfamiliar controller (Haas Next Generation) which resulted in improved efficiency and lower production cost.

RBC Bearings Southwest Products   August 2017 - June 2021
Manufacturing Engineer- Baldwin Park, CA
- Lead the company's milling department by scheduling, programming, training operators, and assisting in setting up CNC mills (Haas VF-5, Okuma Genos M560-V).
- Implemented new quick-change technology (Lang Technovation) and kitting for tooling and fixtures to reduce set-up time by 40%.
- Designed, programmed, and machined fixtures to improve the manufacturing process of existing products as well as fixtures for new products.

Moore's Ideal Products LLC   March 2016 - August 2017
Machinist- Covina, CA

- Introduced and executed recommendation to management/ownership of replacing the company's manual press with a more user-friendly pneumatic press.
- Sized the unit needed to achieve the desired outputs and modeled using SolidWorks.

<u>EDUCATION</u>
General Assembly   November 2021 - February 2022
Certificate, Software Engineering Immersive (SEI)

California State Polytechnic University, Pomona   June 2016
B.S. Mechanical Engineering
GPA: 3.48