EDUCATION

University of New Mexico

PhD in Mechanical Engineering

Beginning Fall 2025

University of New Mexico

Bachelor of Science in Mechanical Engineering; Minor in Mathematics

GPA: 4.10 May 2025

RESEARCH EXPERIENCE

Trajectory Tracking in Unity Engine

2024 - 2025

Honors Thesis; McNair Scholar

- **Project Overview**: To simulate a moving object in the Unity Game engine and track it with a PID, LQR, and MPC controller.
- Work Done: Designed the simulation framework, using Unity as the physics model and Python as the data processor. Data
 processing included a trajectory generator, Gaussian noise measurement function, linear Kalman filter for position and
 velocity state estimation, PID controller, LQR controller, and MPC using convex optimization.

SCARA Optimization for Agile Manufacturing

2022 - 2023

El Puente Scholar

- **Project Overview**: To propose a simulation framework for a Selective Compliance Assembly Robot Arm (SCARA) to carry objects of different weights in the most time optimal manner.
- Work Done: Wrote a literature review and project proposal. Presented a poster at the UNM undergraduate research conference. Laid the foundations for a basic SCARA design in Simulink using Simscape Multibody.

Research Interests

Controls and Autonomy; Autonomous System Safety; State Estimation Filtering for High Uncertainty; Sensor Fusion; Applications of State Estimation; Autonomous Vehicle Control; Simulation and Virtual Reality; Machine Learning

Professional Experience

Albuquerque Bernalillo County Water Utility Authority

2025

Engineering Intern

- Pipe Upkeep and Documentation: Created work orders using Maximo along with relevant asset maps using ArcGIS PRO to plan and document pipe upkeep.
- Sensor Installation: Installed H2S sensors under sewer manholes to analyze H2S concentrations.
- Sensor Data Analysis: Analyzed H2S sensor data to generate reports and guide future actions concerning H2S management and prevention.

Hydrosonics Energy

2025

R&D Engineering Intern

- Electrochemical Sensing: Responsible for creating the geometry and calibrating an electrochemical sensor for the purpose of detecting methanol concentrations in thermochemical liquid products.
- **Procedure Documentation**: Used IATEX to write up cohesive yet straightforward documentation on experimental procedures that helped team members follow up on experiments.
- Resin 3D Printing: Successfully used and maintained a Formlabs Form 3L Resin 3D printer, making parts for use in electrolysis systems.
- Literature Review: Aided in developing a literature review for the purpose of submitting a research proposal to the Advanced Research Projects Agency Energy (ARPA-E).

PROGRAM MANAGEMENT EXPERIENCE

Big Lobo Rocket

2024 - 2025

- Project Manager
 - **Project Overview**: To build and launch a 300-foot, single-stage, solid-fuel rocket to 1500 feet and safely return it to the ground. Project sub-teams include structures, launch rail, propulsion, system, and logistics.
 - Work Done: Conducted rocket simulations using OpenRocket, developed rocket parts using Solidworks, implemented and refined better organizational practices, designed the housing for the flight computer and CO2 ejection system.

Mobile Kitchen Project at Polk Middle School

NSF S-STEM Scholar

- **Project Overview**: Tear down a truck trailer and rebuild it with kitchen appliances and conveniences. To be used for cooking food at community gatherings in the South Valley Albuquerque area, close to Polk Middle School.
- Work Done: Demolished the trailer, leaving only the metal frame. Bought supplies that were used to establish the flooring and side walls of the trailer. Planned out the number, size, and location of the kitchen appliances all the while fulfilling food safety regulations.

Rooftop Garden Development at La Siembra Leadership High School

2023 - 2024

NSF S-STEM Scholar

- **Project Overview**: To develop the economic, logistical, and technical aspects of constructing a rooftop garden for the school. To be used for vibrant aesthetics and student education in topics such as garden development and maintenance, growing and selling crops, cooking, and water management.
- Work Done: Calculated the economic costs of various instruments necessary to develop the project.

AWARDS, RECOGNITIONS, AND SCHOLARSHIPS

NSF GRFP Fellow	2025 - Present
• RAISE Fellow	2025 - Present
• McNair Scholar	2023 - 2025
• NSF S-STEM Scholar	2023 - 2025
• El Puente Scholar	2022 - 2023
• UNM Grand Challenges Achievement in Student Communication	2023
• UNM Achievers Scholarship	2021 - 2025
• Dr. Dan Trigg Scholarship	2023 - 2024
• Armijo Scholarship	2024
• Morrison Scholarship	2024

Presentations

Trajectory Tracking in Unity Engine

April 2025

UNM Undergraduate Research Opportunity Conference, Oral Presentation

Trajectory Tracking in Unity Engine

September 2024

MKN McNair Heartland Research Conference, Oral Presentation

Trajectory Tracking in Unity Engine

September 2024

UNM McNair Research Conference, Oral Presentation

Trajectory Tracking in Unity Engine

July 2024

McNair Research Symposium, Oral Presentation

SCARA Robot Speed Optimization

April 2023

UNM Undergraduate Research Opportunity Conference, Poster Presentation

SKILLS

- Programming Languages/Software: Python, MATLAB/GNU Octave, Simulink, C# (Unity Game Engine), LATEX, Office, HTML, CSS
- Languages: Spanish (Native), English (Fluent)
- CAD Software: Solidworks, Fusion 360, Onshape
- 3D Printing: Filament and Resin Based
- · Machining and Soldering
- **Peer Tutor**: Helped classmates with test prep in courses such as Thermodynamics, Materials, and Controls by explaining concepts from different perspectives and working on practice problems. This led to improved grades for peers.
- Goal Oriented: Focused on learning additional topics, such as programming, linear algebra, and state estimation, outside the classroom.

2025