

Christian Barreto

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EDUCATION

California Polytechnic State University, San Luis Obispo

Bachelors: **LAES - Industrial Engineering - System Design**, June 2018

WORK EXPERIENCE

Engineer - 1: Planning

Howmet Aerospace - Torrance, CA ----- 03/2019 - 06/2020

- Responsible for developing and maintaining manufacturing plans for various aerospace fasteners.
- Maximized net production by integrating new suppliers, improving manufacturing processes, and leveraging production data to meet customer delivery requirements.
- Reviewed weekly key performance indicators from external suppliers such as on time delivery shipments, yield variances, inventory levels, overall equipment effectiveness, and quality acceptance rates.
- Identified manufacturing requirements for fastener components and released work orders while managing appropriate levels of WIP and inventory.

Cellar Operations: Technical Intern

E. & J. Gallo Winery - Modesto, CA ----- 07/2018 - 03/2019

- Worked with a cross-functional team and a technical vendor to prototype a Manufacturing Execution System (MES) for the company's wine cellar operations.
- Analyzed the current state of the cellar operations to identify where the MES can be implemented.
- Documented system requirements, functionalities for end users, and process changes as they relate to MES.
- Designed MES wireframes that standardize each department's unique operations, improve work order traceability, and help make better production decisions through the use of live data.

Operations Management Intern

The J.M. Smucker Company - Oxnard, CA ----- 03/2017 - 08/2017

- Managed the production workflow of over 700k pounds of fruit being received, processed, and shipped daily while assisting in supervising 100+ employees on the facility floor.
 - Collected production data and identified areas of opportunity that would allow the facility to better use current resources, optimize efficiencies, and reduce costs.
 - Communicated with various departments such as logistics, quality assurance, and human resources to coordinate production plans and appropriate staffing.
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CAL POLY PROJECTS & EXPERIENCE

Product Manager

Senior Project: Augmented Reality App - Cal Poly San Luis Obispo, CA ----- 09/2017 - 06/2018

- Lead the development of an AR mobile app that is designed to interact with artistic elements of a mural that was part of a tourist attraction project for the city of Sacramento.
- Used Unity software to design creative assets that augment over the mural such as animated 3D models.
- Continually monitored project progress using agile methodology to identify roadblocks, establish changing priorities, and adjust project scope.
- Taught new team members the basics of Unity and the Vuforia AR tool kit to expedite progress.

Administrative Assistant

Administrative Compliance Services - Cal Poly San Luis Obispo, CA ----- 06/2015 - 01/2016

- Maintained a central repository for campus administrative policies undergoing through changes.
 - Created and edited artwork, graphics, and video content for the Cal Poly Administrative web page.
 - Worked with administration to ensure campus emergency plans were compliant with state standards.
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RELEVANT COURSEWORK AND SKILLS

Agile Tools: Trello & Jira

Adobe InDesign

SIMIO Simulation

Unity: Vuforia AR Kit

Adobe Photoshop

Operations Research

Programming: C++

Microsoft: Excel, Visio, Word & Project

AutoCAD