# Erick Abigail Ponce Huie | Electronic Engineer

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### Skills

#### Soft skills Software & Design Programming and protocols • Excellent communication Solidworks 3D, Electrical, PCB • CAN BUS, I2C, SPI, USB, UART, in English Profinet • Altium Designer, Eagle CAD Experience in demanding Assemble, C, C, C # TIA Portal projects • HTML5, CSS3, Bootstrap • RobotStudio, Process Simulate Self-taught, proactive and WordPress, WooCommerce • Visual Studio C#, VB, VSCode organized • JavaScript ES6+, ¡Query, JSON Microsoft y Adobe Suite High sense of urgency Design with long assemblies • Node.js, Express, REST APIs Efficient problem in • PHP, MongoDB, MySQL • Instrumentation design solving • Version control (Git) • Mechanical design • Fast pace of learning Heroku Design of control power and Committed to delivering electronics Bash/Shell CLI projects on time • Knowledge in 3D printing Arduino, RaspberryPi2, Results-focused Kinetis K Series Integration with IoT and BigData Work for the team PLCs Allen Bradley technology • HMI integration into TIA Portal • LAD, FBD, SCL

# Experience

#### Robotic Cell Design, Simulation and Programming - [Aurom, Present]

2 years

Integration of industrial processes to automated processes with industrial robots, from the concept of the cell, layout design and **mechanic design** for **fixtures** and tooling, to computer **simulation** and **communication** with virtual **PLC** through **TIA portal** to validate the correct functioning of the production programs with virtual **HMI** integration.

**Pioneer** in the simulation of robotic cell programming within the company and in charge of **training** the new simulation **department** for 10 programmers in simulation through video courses, with support of practices, real projects and accreditation exam.

Electronic and mechanical design and programming - [LED Genesis / Digital Manufacturing] 6 months Redesign of power systems, redesign of LED lamps, 3D design of enclosures, redesign and supervision of production lines, instrumentation design with IoT and BigData technologies, research and development of 3D printing.

Assisted design with Solidworks, firmware and GUI programming written in C#.

#### **Electronic** and **mechanical design and programming** — [Formula SAE / ITCH]

1 yeai

**Design, programming** and **manufacture** of **embedded systems** applied in a type carriage formulated under standards similar to those of Formula One on a more flexible scale.

**Firmware** developed in C++ on the Kinetis KL 25Z and Arduino Uno development card. **GUI** developed in Visual **Studio** in **C#** Mechanical design of **3D printed** housings for the **embedded system** assisted by Solidworks 3D and electrical.

#### **Video game owner** — [Aria Ragnarok Online]

**1.5** years

Developer of the game, website, promotion, project and resource management. 1 year of development and 6 months of maintenance.

Website carried out from the design (photoshop), frontend (html5, css3, JavaScript) and backend (php, mysql).

The game is cloned from an <u>open-source repository</u> written in **C++** at a low level and at the high level is programmed with <u>scripting</u> (similar to JavaScript).

## Education

[Instituto Tecnologico de Chihuahua] - [Electronic Engineer, Languages

Chihuahua] [2013] — [2018] Spanish - Native language

Club Formula SAE - [2017] - [2018] English - 550 points on TOEFL ITP

IEEE [2015] - [2017] German - A2

Electronic Commission [2015] - [2016] Chinese Mandarin - HSK 2 and HSKK1

[CBTis 122] - [Mechatronic Technician] 2010 - 2013

#### About Erick Abigail Ponce Huie

Passionate about technology development projects, always looking to deliver a robust, affordable and realistic product where users really take advantage of it.

Eager to learn new technologies.

From the age of 16, began to develop software in the web and video game industry.

#### Hobbies

- Video game development
- Learning new skills
- Watch anime
- Playing competitive games
- Playing Smash Brothers Melee (Top 10 from Chihuahua)
- Playing Paladins (Top 16% in Ranked)