Erick Abigail Ponce Huie | **Electronic Engineer**

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Skills

Soft skills	Software & Design	Programming and protocols
- Excellent communication in English - Experience in demanding projects - Self-taught, proactive and organized - High sense of urgency - Efficient in problem solving - Fast pace of learning - Committed to delivering projects on time - Results-focused - Work for the team	- Solidworks 3D, Electrical, PCB - Altium Designer, Eagle CAD - TIA Portal - RobotStudio, Process Simulate - Visual Studio C#, VB, VSCode - Microsoft y Adobe Suite - Design with long assemblies - Instrumentation design - Mechanical design - Design of control and power electronics - Knowledge in 3D printing - Integration with IoT and BigData technology - HMI integration with TIA Portal	- CAN BUS, I2C, SPI, USB, UART, Profinet - Assemble, C, C, C # - HTML5, CSS3, Bootstrap - WordPress, WooCommerce - JavaScript ES5, ES6+, jQuery, JSON - React.js, Redux, Hooks - Node.js, Express, REST APIs, MongoDB, Mongoose - Automated testing with Jest - npm, yarn package management - PHP, MySQL - Version control (Git) - Bash/Shell CLI - Arduino, RaspberryPi2, Kinetis K Series

Experience

Robotic Cell Design, Simulation and Programming – [Aurom, Present]   2 **years**

Integration of industrial processes into automated ones with robots, from the concept of the cell, layout design and **mechanic design f**or **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.

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 **year**

Design, programming and **manufacture** of **embedded systems** applied in a Formula like car, 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**).

Ragnarok Online is cloned from an [open-source repository](#) written in **C++** at a low level and at the high level is programmed with [scripting](#) (similar to JavaScript).

Education

[Instituto Tecnologico de Chihuahua] — [Electronic Engineer, **Languages**
Chihuahua] [2013] — [2018]
Club Formula SAE – [2017] – [2018]
IEEE [2015] – [2017]
Electronic Commission [2015] – [2016]
[CBTis 122] – [Mechatronic Technician] 2010 - 2013

Spanish - Native language
English - 550 points on TOEFL ITP
German - A2
Chinese Mandarin - HSK 2 and HSKK1

About Erick Abigail Ponce Huie

Passionate about technology development projects, always looking for new tools to deliver a robust and affordable product where the intended user experience is achieved but also giving the extra perks to make it stand out.

Eager to learn new technologies to delivery products that are better than the competition.

From the age of 16 (2012), began to develop software for the web and video game industry and **failed with my first videogame attempt release** (after 4 months of development), this has been my **major fail** in my whole life but also my **major lesson**.
Realizing that within the industry was not easy to stand out against the other competitors then realized that I had to have more maturity with businesses and technologies knowledge to make things really work. Finally, after **1 year of development**, in 2015 having a **successful game**: Aria Ragnarok Online, by far this has been my **major accomplishment** in my whole life.

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)