Isaac P. Lyautey

Objective

A technical engineering position starting in or after April 2021.

Work Experience

Period	**January 2019 — August 2019**	Period	**January 2020 — August 2020**
Employer	**Quest Global**	Employer	**Howmet Aerospace**
Location	**Windsor Locks, Connecticut**	Location	**Niles, Ohio**
Job Title	**Industrial Engineer**	Job Title	**Process Engineer**

- Labor Variance & Capacity

  Collected the production demand, clock hours and part routings to map predicted vs actual labor times across all operations in all cells. Data was collected and compiled into a SQL database and through various manipulations produced a view for PowerBi interaction.

- Part Tracking

  Identified cells in which improved part tracking could be implemented. Then implemented an automated framework for part tracking and progression using SQL, C# and VB.NET.

- Rate Board

  Rate Board interface displayed the priority for specific part numbers, stage in the process, and how long in WIP. This was implemented with a scanner & touchscreen interface.

- Playbook & Task Scheduling

  Facilitated factory-wide events to analyze the production-pacing process and find ways to improve productivity. Improvements included ergonomic adjustments, improved fixtures, layout adjustments and per-shift scheduling.

- In Process Checks

  Grind process featured high dimensional variability causing out of tolerance conditions. Created and implemented Standard Work Procedure in previously uncontrolled process to reduce said variability.

- Operator Training

  Replaced in-process engineering checks with SWP defining expectations of the process, common defect scenarios and defined escalation paths when tolerance is endangered.

- Automated Engineering Diagrams

  Reduce engineering overhead by automating drawing creation which was originally done with drawing PowerPoint. A C# & WPF tool was created which drew saw cutting diagrams using user input dimensions. The charts were then output to PowerPoint/.PDF files for printing.

- Automated Inspection Data Collection

  Work with dimensional inspection operators to create a streamlined data entry interface which reduced input error and increased readability over the old system both on the operator's end and engineering's. This app incorporated WPF, EF, and SharePoint.

Period	**August 2015 — October 2018**	
Employer	**Delmonico's Italian Steakhouse**	Rochester, New York

Notable Projects

Inclusivity Retractable Game Net

- Design a production ready handicapped assistive device in a structured team environment.
- Interface with customer for use cases, design requirements and necessary standards to adhere to.
- Rapid prototyping of CAD models through use of 3D printed plastics entailing unique dimensional tolerancing.

Education

Period	**August 2018 — Present**	Graduation	**March 2021**
Degree	**Bachelor of Science in Mechanical Engineering**	GPA	**3.42**
School	**Rochester Institute of Technology**	Rochester, New York	

Classes

Fluid Mechanics I\II, Classical Controls, Senior Design, Thermodynamics, Heat Transfer I, Mechanical Design & Prototyping, Engineering Applications Design Lab, Excel, Material Science, Mechanics of Materials, Statics, Dynamics, Probability & Statistics I\II

Period	**August 2015 — May 2018**		
Degree	**Associates in Engineering Science**	School	**Monroe Community College**

Skills

Prototyping	3D Printing, CNC Programming, Arduino Microcontroller, RPi, Water Jet, Welding, Soldering	Manufacturing	Ultrasonic Non-Distructive Testing, Dimensional Inspection, Grinding, Lathe, Mill, Paint Application
Tools	Excel, Matlab, PowerBi, SAP, SharePoint	CAD	Solidworks, AutoCAD, PTC Creo, Onshape
Computer Languages	C#, VB/A, Python, SQL, Java	Other	Linux, Git

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