

Jared Warren

Mechanical Engineering Student

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<https://jaredjahmayne.github.io>

A mechanical engineering student with proven problem-solving, system design, and leadership skills. Successfully applied engineering principles to optimize manufacturing processes at Fender and managed complex technical systems in professional live audio environments.

PROFESSIONAL EXPERIENCE

Engineering Intern | Fender Musical Instrument Company (August 2024 - July 2025)

- Lead engineering efforts for the amplifier department, collaborating with manufacturing, product development, and other teams to improve quality, safety, and efficiency.
- Conducted time and efficiency studies to optimize manufacturing processes, increasing several production processes by up to 30%.
- Designed and implemented test fixtures for quality control, reducing testing time by 25%.
- Created standardized work instructions for production & testing for domestic and international products.

Audio Engineer | Trinity Media Company (January 2021 - Present)

- Manage front-of-house and livestream mixing for large-scale worship services and special events
- Configure and operate digital mixing consoles, wireless systems, Dante networks and broadcast equipment
- Coordinate with Grammy-winning artists and touring engineers for special events
- Develop and document technical procedures for audio team operations
- Implement redundancy systems and backup solutions for critical audio infrastructure

EDUCATION

California State University - Fullerton, CA (2023 - 2026)

B.S. in Mechanical Engineering (Expected Spring 2026)

- Technical Lead for Titan Racing Formula SAE

Norco College, Norco, CA (2020 - 2022)

A.S. in Pre-Engineering and A.S. in Math & Physics (Spring 2022)

SKILLS AND LANGUAGES

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| • Software: SolidWorks, MATLAB, Simlink, Twinmotion, Ansys, OpenFOAM, Fusion 360 | • English (Native) |
| • Engineering Tools: Test fixture design, manufacturing processes (SOP, WBS, kanban), quality testing, troubleshooting, GD&T | • Spanish (Intermediate) |
| • Audio Systems: Digital mixing consoles, Dante networking, broadcast systems integration | |
| • Signal Processing: Digital audio workstations, live sound reinforcement, multi-track recording | |