

DANIEL STAN

Civil Engineer

✉ daniel.stan@email.com

☎ (123) 456-7890

📍 San Diego, CA

🌐 [LinkedIn](#)

EDUCATION

Bachelor of Science

Civil Engineering

Stanford University

📅 2010 - 2014

📍 Stanford, CA

SKILLS

- AutoCAD
- SAP2000
- GeoStudio
- Primavera P6
- HEC-RAS
- Trimble Business Center
- ArcGIS
- Procore
- AERMOD
- SYNCHRO

CERTIFICATIONS

- Professional Engineer (PE) License

WORK EXPERIENCE

Senior Civil Engineer

Jacobs Engineering Group

📅 2020 - current 📍 San Diego, CA

- Managed 17 construction projects using Primavera P6 and completed within budget and ahead of schedule
- Maintained a quality control process, **resulting in less than a 1% defect rate** in all completed projects
- Collaborated with cross-functional team on Procore to implement value engineering strategies that saved \$2.1 million across multiple projects
- Received an average client satisfaction rating of 4.8 out of 5, leading to a 37% increase in repeat business

Project Engineer

AECOM

📅 2016 - 2020 📍 Los Angeles, CA

- Implemented robust quality control measures and achieved a 23% decrease in defects and rework
- Traced and leveraged project data on Trimble Business Center to manage risks, resulting in a 44% reduction in project delays and cost overruns
- Streamlined project processes and saw a 29% reduction in project timeline and a 14% increase in overall productivity
- Developed a complex design into a modeling project using GeoStudio, consistently **achieving cost savings of 11% on multiple projects**

Assistant Engineer

Turner Construction Company

📅 2014 - 2016 📍 San Francisco, CA

- Led rigorous quality inspections to achieve a 28% reduction in rework and a 16% increase in client satisfaction ratings
- Accelerated design drawings and edits using AutoCAD, which **boosted project timelines by 12%**
- Reduced site accident rate and achieved zero lost-time incidents by 47% by implementing comprehensive safety protocols
- Saved Turner 21% costs in 7+ projects through better resource managing strategies to decrease time and material wastage