

# Erick Abigail Ponce Huie | Full Stack Engineer

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## Skills

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Soft skills	Software & Design	Programming and protocols
<ul style="list-style-type: none"><li>• Excellent communication in English</li><li>• Experience in demanding projects</li><li>• Self-taught, proactive and organized</li><li>• High sense of urgency</li><li>• Efficient in problem solving</li><li>• Fast pace of learning</li><li>• Committed to delivering projects on time</li><li>• Results-focused</li><li>• Work for the team</li></ul>	<ul style="list-style-type: none"><li>• Solidworks 3D, Electrical, PCB</li><li>• Altium Designer, Eagle CAD</li><li>• TIA Portal</li><li>• RobotStudio, Process Simulate</li><li>• Visual Studio C#, VB, VSCode</li><li>• Microsoft y Adobe Suite</li><li>• Design with long assemblies</li><li>• Instrumentation design</li><li>• Mechanical design</li><li>• Design of control and power electronics</li><li>• Knowledge in 3D printing</li><li>• Integration with IoT and BigData technology</li><li>• HMI integration with TIA Portal</li></ul>	<ul style="list-style-type: none"><li>• Assembly, C, C++, C#</li><li>• HTML5, CSS3, SASS, Bootstrap</li><li>• Shopify theme and app development</li><li>• JavaScript ES6+, jQuery, JSON</li><li>• React.js</li><li>• Node.js, Express.js, REST APIs, MongoDB, Mongoose</li><li>• Unit testing with Jest</li><li>• npm, yarn package management</li><li>• PHP, MySQL</li><li>• Version control (Git)</li><li>• Bash/Shell CLI</li><li>• Arduino, RaspberryPi2, Kinetis K Series</li></ul>

## Experience

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**IT Manager - [Gauzz Marketing Engineering, Present]** **3 months**

Development of Apps for the marketing industry based on **MEAN** stack.  
Architecture design of web apps and project management.

**Full Stack Developer - [Westmount Solutions, 2020]** **5 months**

Development of Private Shopify Apps on **MERN** stack (SASS as CSS preprocessor).  
Shopify Theme development (layout and frontend applications, mainly calculators for products) using **JavaScript, jQuery, Liquid, CSS and HTML**.

**Robotic Cell Design, Simulation and Programming - [Aurom, 2020]** **2 years**

Integration of industrial processes into automated ones with 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.

**Electronic and mechanical design and programming - [LED Genesis]** **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#**.

**Video game owner – [Aria Ragnarok Online] (Informal)** **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

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[Instituto Tecnológico de Chihuahua] – [Electronic Engineer, Chihuahua] [2013] – [2018]	<b>Languages</b> 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

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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

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- 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)