

# NYCOLE A. DAVILA

GRAPHIC DESIGN & MARKETING

INTERNET OF THINGS DEVELOPER

FABRICATION & DESIGN

IOT.NYCOLE.D@GMAIL.COM

AS TECHNOLOGY CHANGES it is important to learn and understand how smart devices connect us every day. It is this, the power that these devices hold, which brought me to the world of the Internet of Things (IoT). As part of the New Mexico, Information Technology Apprenticeship Program (NMITAP) focused on cyber security, I have been fortunate to train as an IoT developer through the CNM Deep Dive Coding Bootcamps. In a 2- year period I have immersed myself in different occupational environments that have taught me the ins and out of fabrication on a commercial scale.

My current goal is to not only continue to grow professionally but find a long-term opportunity that will lead me to a true work-life balance. My personal time consists of 3D printing and modeling, IoT device development, video games, graphic design, and other maker projects. In addition, I am remote work-capable and interested in hybrid work schedules.

## EXPERIENCE

<b>FABRICATOR</b> 5 Ton Monkey	Feb 2022 - Current
<ul style="list-style-type: none"><li>Project analysis and fabrication research</li><li>Fabrication of custom items using both metal and woodworking</li><li>Vinyl Plotter operations</li><li>3D printer operation and maintenance</li></ul>	
<b>PRINT SHOP MANAGER</b> SignArt of New Mexico	Oct 2021 - July 2022
<ul style="list-style-type: none"><li>Operation and maintenance of commercial printer, plotter, and laminator</li><li>Graphic design creation and file manipulation using Corel Draw</li><li>Print queue management and communications to other departments</li><li>Vinyl application on various surfaces by hand</li><li>Banner, sign, and sticker fabrication</li><li>Print shop inventory and logistics</li><li>LED application and power wiring</li><li>Business partner and 3rd party relations</li><li>Customer service, sales, and escalations</li></ul>	
<b>IOT TECHNICAL RESIDENT</b> CNM Ingenuity Technology Solutions Lab	May 2020 - Oct 2021
<ul style="list-style-type: none"><li>Component creation using Fusion 360</li><li>3D printing with both filament and resin printers utilizing various slicing software</li><li>Graphic design work using Adobe Illustrator</li><li>Technical instruction documentation creation using Adobe CC</li><li>Building and updating smart devices using Visual Studio Code and C++ programming</li><li>Fabrication of custom items using both metal and woodworking</li><li>Project management and logistics</li><li>Presentation and public speaking</li></ul>	
<b>REGIONAL MANAGER</b> SmartCone USA Inc.	Feb. 2021 - May 2021
<ul style="list-style-type: none"><li>Managed day-to-day operations for the USA headquarters</li><li>Participated in high-level sales meetings for Covid-19 and IoT Solutions</li><li>Researched contract bids and utilized cold callings prospecting</li><li>Technical review documentation creation using MS office and Adobe CC</li><li>Created sales proposals and promotional materials using MS office and Adobe CC</li><li>Project management and logistics</li><li>IoT system hardware/software installation and testing</li><li>Participated in product development and sales strategies team collaborations</li></ul>	

## EDUCATION

<b>INTERNET OF THINGS (IOT)</b> CNM Deep Dive Coding Boot camp	Feb 2020 - May 2020
<ul style="list-style-type: none"><li>Learned basics of C++ using different coding programs</li><li>Integrated different electrical components through research and library installation</li><li>Low voltage prototype device creation through hands-on practice and problem-solving</li><li>Collaborated with colleagues through virtual and repositories programs</li><li>Troubleshoot code and devices using different techniques</li><li>Created online dashboards for smart device monitoring</li></ul>	
<b>ASSOCIATES OF APPLIED ARTS</b> Art Institute of Seattle	2001 -2003
<ul style="list-style-type: none"><li>Major studies in animation art and design: focused studies in storyboard art</li><li>Trained in numerous art production fields such as graphic design, web site creation, video production, including sound, and video editing</li><li>Finish projects under tight production schedules</li><li>Completed projects independently and in a team setting</li><li>Worked with others in alternate phases of development and to review the project to determine improvements creatively</li><li>Responsible for creating professional quality presentations that illustrated the production from start to finish</li><li>Created preproduction materials such as scripts, character designs, and animatics to post productions such as project trailers and final products</li></ul>	

## TECHNICAL SKILLS

Adobe CC	WebEx	Arduino IDE
C++	MS Office	Particle Web IDE
Git Hub	WordPress	MS Dynamics 360
Zoom	Adafruit.io	Fusion 360
Visual Studio Code	Vinyl Printing	Draw.io
Soldering	Fritzing	Mac Terminal
Ultimaker Cura	IFTTT	MS PowerShell
Preform	Slack	MS Teams
3D Printing	Oracle Applications	MS SharePoint
MS & Mac OS	ThingSpeak	Woodworking
Photography	Video Production	Sound Editing
Powder Coating	MIG Welding	Epilog Laser Cutter
CorelDraw	Mimaki CJV 300	LED Wiring
RasterLink 6	Summa S2 120 T	Accu-Bend Letter
Guardian cold-press Laminator	Plotter	Bender

## ADDITIONAL EXPERIENCE DETAILS UPON REQUEST

<b>HEALTH AND WELFARE SPECIALIST III</b> Fidelity Investments	2008 - 2019
<b>SALES AND SERVICE ASSOCIATE</b> Citi	2005 - 2008

REFERENCES UPON REQUEST...