

Axel Mounkam

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Summary

Experienced engineer seeking for a mechanical or design engineering role in an innovative design research and development space. My interest is in completing projects from concepts to finish manufactured product.

Skills

- **CAD Software:** Solidworks, Inventor, Fusion 360, Creo Pro, ANSYS.
- **Rapid Prototyping:** 3D Printing, Laser Cutting, and CNC Machining.
- **Programming Languages:** C++, Python.
- **Manufacturing:** Plastic Injection Mold, CAM, Die Casting, Sheet Metal Fabrication.

Experience

Product Design Engineer

Arktura

June 2022 to Present

Responsibilities:

- Work closely with the product development team consisting of designers, marketing, sales staff, and engineers to develop architectural products and solutions.
- Quickly iterate through components/detail designs with input from the design team and clients.
- Generate highly detailed production-level models utilizing Solidworks and Rhino.
- Created and iterated through product concept by making printing prototypes.
- Generate fabrication documentation, BOMs, CNC production files and QC documentation/protocols, and training documentation.
- Create and maintain product BOM's, CPQ rulesets, database documents, and product numbers using ERP software.
- Develop and optimize automation routines to expedite workflow and minimize human error.
- Perform QC and first article inspections on parts, assemblies and mockups.
- Interface with vendors and source component hardware and services.
- Set one's own schedule and work efficiently under agreed upon time constraints.

Project Engineer

Technology Evolving Solutions

November 2019 to June 2022

Responsibilities:

- Performed structural analysis calculations by hands or using finite elements method to detect breaking points within components.
- Analyzed manufacturing process to determine ways to improve the quality of production.
- Trained and transitioned teams from performing CAD designs in Solidworks to Fusion 360 to better address development needs.
- Created and iterated through product concept by making printing prototypes.
- Produced technical 2D drawings and implemented knowledge of Geometric Dimensioning and Tolerancing to convey manufacturing intent of parts.
- Established relationships with vendors to maintain material availability and communicate quote request effectively.
- Created quality control methodology to ensure parts compliance and interoperability.
- Led the completion of CAD assemblies of company's core products and introduced enhancements.
- Used part manufacturing experience to modify designs for plastic injection molding and reduced the time to production.
- Created company documentation standards to manage technical drawings and increase scalability of designs.

Project Engineer Consultant

Bedrosians Tile & Stone

January 2017 to November 2019

Responsibilities:

- Coordinated the completion of over 50+ retail fixtures for new and existing company retail stores.
- Created documentation templates to improve reliability and integrity of product data.
- Tested and approved prototypes and coordinated with vendors for updates and design changes.
- Reviewed and approved structural analysis calculations from external contractors.
- Collaborated with Gensler on updating AutoCAD files for layout design changes.
- Conducted quality and quantity control of warehouse racks and fixtures from international manufacturers.
- Implemented technical engineering standards and protocol in collaboration with the R&D team, such as, tolerance fit, technical drawing format, and Product Documentation Management (PDM).
- Implemented a file structuring system to manage different CAD files and format used within R&D team.
- Coordinated with multiple vendors to ensure quality and tolerance assurance on prototypes.
- Designed sheet metal fixtures and conveyed technical specification using GD&T standards.
- Used Asana to update the team on project status and stay on project timeline.

Contract Design Engineer

Salvador Group

September 2014 to January 2017

Responsibilities:

- Applied mechanical engineering principles and analysis to design energy generating device using magnets.
- Conceptualized and tested the design of a security tablet for company executives and stakeholders.
- Worked with hardware team in the design of a fingerprint scanner to promote physical security.
- Managed the CNC machine to prototype and test plastic and metallic enclosures.
- Researched electronic component design requirements such as RF interferences, thermal cooling and shock absorption and applied required modification to the enclosure of the design.

Product Designer

ACROE ICA - Malette GENESIS

April 2015 to December 2015

Responsibilities:

- Led the completion of a scientific demonstration piece and collaborated with clients to meet performance objectives for a sound research team in the virtual reality environment.
- Outsourced materials required to build and produce an instrument in a cost effective and scalable manner.
- Designed and manufactured a product and presented it at the EASTN exposition to a French speaking audience.

Education

Masters of Science, Computer Information Systems

Sierra School of Computer Science

United States, 2019

Masters of Science, Advanced Product Design

Cardiff Metropolitan University

United Kingdom, 2015

Bachelors of Engineering (Honors Research), Aeronautical and Mechanical Engineering

Glyndwr University

United Kingdom, 2014