IAN LOPEZ

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SUMMARY

Versatile S.T.E.A.M. professional combining 4+ years of SOLIDWORKS CAD design with hands-on mechatronics, CNC retrofit, and technical QA experience since 2021 for entertainment teams including MrBeast Gaming.

SKILLS

- SOLIDWORKS (4+ yrs)
- 3D modeling, technical drawings, GD&T
- CNC retrofit & maintenance, OMAX
- Mechatronics, electromechanical troubleshooting
- QA playtesting & structured bug reports
- Regression testing, exploit discovery
- Go, TypeScript, JavaScript, Python, PowerShell
- Wails, Three.js, HTML/CSS, Git
- Localization, editing, typesetting, Adobe Suite
- PC hardware diagnostics & repair

EXPERIENCE

FREELANCE CAD & TECHNICAL QA CONSULTANT | **Self-Employed** – *Remote* *Jul 2025 – Present*
- Deliver production-ready SOLIDWORKS 3D models, dimensioned drawings, and revisions to client specifications.
- Retrofit and troubleshoot machinery and electromechanical systems.
- Conduct QA playtesting and provide structured bug reports and performance analysis.

MECHANICAL 3D CAD DESIGNER | **Freelance** – *Remote* *Aug 2024 – Apr 2025*
- Modeled custom 3D parts and assemblies, producing dimensioned drawings ready for fabrication.

CVO & EDITORIAL PRODUCTION | **AURA Scans** – *Remote* *Oct 2023 – Jun 2024*
- Contributed across proofreading, cleaning, redrawing, typesetting, editing, and quality control for multiple comics.

IT & HARDWARE SYSTEMS ENGINEER | **Confidential** – *Irvine, CA (Hybrid)* *Dec 2022 – Jan 2024*
- Built and maintained server racks and network gear: switches, PDUs, and out-of-band serial.
- Owned hardware validation, diagnostics, and component failure analysis.
- Worked with engineering teams to isolate boot and firmware defects and cut downtime.

QA CONSULTANT | **Horizontal Productions / MrBeast** – *Remote* *Mar 2023 – Aug 2023*
- Playtested unreleased MrBeast Gaming content and documented bugs with actionable feedback.
- Captured requested test footage and B-roll for production review.

MACHINERY RETROFIT SPECIALIST | **CNC New.** – *Santa Ana, CA* *Jun 2022 – Dec 2022*
- Repaired and maintained CNC machines and integrated CNC capabilities into legacy machinery.

FOUNDER & CEO | **AURA Scans** – *Remote* *Apr 2018 – Jun 2022*
- Founded and managed a remote scanlation team; established editorial and quality standards while contributing across production.

VOLUNTEER

TESTER & VIDEO REVIEWER | **MrBeast** – *Remote* *Feb 2026 – Present*
- Review video content and support production testing.

QA TESTER (MULTIPLE) | **Minehut Studios, Cubed!, Nolan Hansen, and others** – *Remote* *Oct 2021 – Present*
- Test future content and collaborative in-game events, document bugs with actionable feedback, and provide requested test footage and B-roll.

MEDIA LEAD & TECHNICIAN | **Bonneville Racing Team: Project GoldWing** – *Bonneville, UT* *Nov 2024*
- Managed team media and supported motorcycle mechanical operations for land-speed-record efforts.

PROJECTS

PolyForge github.com/realKeehan/PolyForge
- Built a cross-platform Go/Wails installer supporting six install targets with a seven-stage launcher resolver.

Byfrost byfrost.xyz
- Built a Go/Wails file-transfer app with resumable S3 multipart uploads, retry/backoff, and pause/resume/cancel controls.

Repair Zone github.com/realKeehan/repair-zone
- Built and fielded an Express/Discord.js system linking attendee repair intake to Discord tickets, volunteer queues, and tool lending at Open Sauce.

Tracked Display *Private project*
- Built a six-experiment TypeScript/Three.js browser lab using MediaPipe tracking, point clouds, and off-axis 3D projection.

HONORS

3rd Place, WER (World Educational Robot) Contest, 2018; FRC Robotics Team 4470 Captain; Team America Rocketry Challenge; AppJam+ solo entrant (2 seasons).