


# ASHTON GILMORE

CAD | CAM | CODE

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 Cedar City, UT

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## ABOUT ME

I've been a computer science student since 2021, and have spent a great deal of time making prototypes, MVPs, and more. This is a mix of parametric computer design, microcontrollers, rapid prototyping, and more. I pride myself on my flexibility and broad knowledge base that lets me adapt to whatever needs doing.

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## EDUCATION

### Southern Utah University

Computer Science, BS  
2021 - 2026 (In Progress)

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## SOFTWARE

- Solidworks
  - Fusion
  - Onshape
  - Adobe Illustrator
  - Canva | Affinity
  - Lightburn
  - Microsoft Product Suite
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## LANGUAGES

- Python
- C++

## PROFESSIONAL EXPERIENCE

### Makerspace Technical Assistant (Current)

*Southern Utah University (Thunderworks Makerspace) 2022 - present*

Helped students, faculty, and community members with projects. Managed safety and use documentation for machines. Managed workshop purchasing of machines, consumables, etc. Developed internal improvement projects. Maintained and repaired machinery.

- CAD Software
- CAM Software
- Additive Manufacturing
- Subtractive Manufacturing
- Project Management

### STEM Camp Course Writer / Teacher

*Boys & Girls Club of America (Summer 2024)*

Wrote coursework and presentations for an additive manufacturing camp targeted at middle and high school STEM students. Camps were 1 week per class and students learned CAD modeling, project iteration, and 3D printing processes.

- Coursewriting
- Teaching
- CAD
- Additive Manufacturing

### Warehouse Worker

*Amazon Fulfillment 2020 - 2021*

Worked a number of jobs inside SLC1 fulfillment including but not limited to:

- Order Fulfillment
- Inventory Inducting & Cataloging
- Team based flex workers (deployed to problem areas for fast resolution)

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## PERSONAL PORTFOLIO

A quick demo of some of my favorite projects. Always changing.

 [ashtongilmore.github.io](https://github.com/ashtongilmore)