Joel Garrido

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Summary/Personal

Dedicated and well-educated engineering student with 1+ years of in-the-field • preventative maintenance and troubleshooting experience while working alongside highly qualified technicians from multiple venues at Universal Studios. Able to think strategically and adapt to arising challenges while working with a team of engineering students. Currently preparing for the Fundamentals of Engineering (FE) mechanical exam for Engineer Intern (EI) certification in Florida.

Work Experience

Universal Studios Florida

Technical Intern – *Engineering and Safety*

Orlando, Florida

January 2025 – April 2025

January 2024 – January 2025

- Engaged in engineering design, structural calculations, and SolidWorks design for How To Train Your Dragon - Isle of Berk
- Supported the installation of the project elements for Constellation Carousel and Stardust Racers
- Refined safety protocols through hazard analysis, reach envelope studies, and probabilistic risk assessments for attractions featuring shotgun gates

Ride/Show Technician

- Maintains, both preventive and corrective, Ride and Show mechanical systems
- Participates in the testing, verification, and calibration of applicable mechanical systems
- Performs assembly and disassembly for annual inspections
- Logs completion of inspections, corrective action, repairs made, and listing applicable parts used

Ride/Show Accelerated Technician Apprentice

- *April 2022 December 2023* Performs basic preventative and predictive maintenance as prescribed by UO engineering specifications
- Responds to and assists in the recovery and repair of attractions and show effects
- Performs basic repairs to equipment due to safety, reliability, or show quality issues found during inspections

(Attractions include Harry Potter and the Forbidden Journey, Cat in the Hat, Pteranodon Flyers, Race Through New York Starring Jimmy Fallon, Transformers, The Incredible Hulk Coaster, Hagrid's Magical Creatures Motorbike Adventure)

Education

University of Central Florida | Graduate GPA: 3.75

Master of Science in Industrial Engineering Mgmt. Syst

Relevant courses include Project Engineering, Systems Engineering, Innovation in Engineering Design, System Safety Engineering and Management

Bachelor of Science in Aerospace Engineering

Relevant courses include Thermodynamics, Fluid Mechanics, Mechanical Vibrations and Control Systems, Mechanics of Materials, Senior Design 1, Senior Design 2

Projects

Led a team to design, construct, and pilot a Micro UAV (Unmanned Aerial Vehicle) for a senior design final project competition

Orlando, Florida

January 2023 – May 2025

January 2017 – August 2021

• Worked with a team to develop a student scholarship portal website that will be available to many UCF students for Project Engineering course competition

Skills

• AutoCAD, SolidWorks, Ansys Computational Fluid Dynamics (CFD), Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Microsoft Project, Microsoft Teams, Project Management, Problem Solver, Creativity, Detail-Oriented

Awards and Honors

• Dean's List

Fall of 2020, Spring of 2021