



# James Benitez

## Automation Mechanical Engineer

### Contact

---

- Address**  
1234 Engineering Way, Madison,  
WI 53703
- Phone**  
(608) 555-1234
- Email**  
james.benitez@example.com
- LinkedIn**  
linkedin.com/in/jamesbenitez
- Website**  
jamesbenitez.com

JUNE 27, 2026

Hiring Manager  
Metalcraft Solutions, LLC  
Milwaukee, WI

Dear Hiring Manager,

I am excited to submit my application for the Automation Mechanical Engineer position at Metalcraft Solutions. With four years dedicated to crafting automation systems, I am eager to apply my expertise in a new environment where innovation breathes life into challenges.

Metalcraft's commitment to providing comprehensive Turnkey Automation Solutions resonates deeply with me. Adapting designs to meet clients' needs requires not just technical prowess, but also creativity. I have consistently transformed ambitious concepts into operational systems through collaboration with sales teams and vendors.

In my previous role at Innovative Automation Solutions, I thrived on designing automated systems that integrated robotics and ensured seamless execution. I had moments where I struggled to align every detail perfectly, but ultimately, this balance between meticulousness and adaptability led to meeting clients' expectations.

I take pride in utilizing 2D and 3D CAD design proficiency to produce documentation that guides both architects and technicians toward successful outcomes. Employing problem-solving techniques has been crucial for addressing technical snags before they blossom into larger issues, ensuring projects stay on track.

Supporting projects from conception to completion has allowed me to foster teamwork and encourage open communication. Each challenge was a lesson, not just in engineering, but in interpersonal dynamics, which I believe will serve me well at Metalcraft.

Thank you for considering my application. I look forward to the opportunity to discuss how my skills align with your needs.

Sincerely,

*James Benitez*

**James Benitez**