

# Alexander J. Lopez

Alex.jlopez@outlook.com | (715) 203-6986 | linkedin.com/in/alexander-lopez-j | https://alex-j-lopez.github.io

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## SUMMARY

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Software engineering student at the Milwaukee School of Engineering looking to grow my skills with hands on industry experience. My interests are software engineering, automation, web development, robotics, and cyber security.

## WORK EXPERIENCE

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### L & S Electric, INC.

*Software Engineer Intern*

**May 2023 - Present**

*Rothschild, WI*

- Developed a full stack enterprise application.
- Had full control over the development of the product from concept to delivery.
- Worked with a team to refine the application.
- Wrote the application in C# .NET MAUI.
- Implemented multithreading and complex data structures to improve the performance of the application.

### Self Employed

*Software Consultant*

**June 2018 - 2021**

*Schofield, WI*

- Worked as an independent contractor to build several software applications.
- My projects ranged from VR tours of a traction motor refurbishment plant to virtual showcases for products and project sites.

### Aqua Finance, INC.

*Debt Collections Dialer 2*

**July 2020 - January 2022**

*Schofield, WI*

- I worked as a debt collections dialer calling customers who were past due on their loan payments.
- I frequently rose to the top three performing employees in my department by employing new collections tactics.
- I assisted in the training of new employees.

## EDUCATION

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### Milwaukee School of Engineering

*BS, Software Engineering, GPA: 3.58*

**2022 – 2026**

*Milwaukee, WI*

## PERSONAL PROJECTS

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### Personal Website

- Built a website to host information about my personal projects as I improve my skills.
- The website can be found at: <https://alex-j-lopez.github.io>
- The project uses HTML, CSS, and JavaScript

### Dorm room door unlocking/opening machine

- Developed a embedded system that allows me to open my dorm room door through a web interface.
- Languages used: C++, HTML, CSS

### PLY Sequence File format for Volumetric Video storage

- Premise: PLY Sequence is a new file format that holds point cloud videos for the purpose of volumetric video storage.
- Co-Developed programs to convert PLY files into PLYS files as well as read and render PLYS files in Unity.
- Languages used: C#

### VR Photogrammetry Scan Viewer

- VR application built in Unity that allows me to view 3d scans I created from photogrammetry.

## SKILLS

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C# .Net, Java, JavaScript, HTML, CSS, C++, .Net Maui, Responsive Web Design, Unity, Ansys Fluent, Fusion 360/CAD, and the Microsoft Mixed Reality API.

## PERSONAL DEVELOPMENT

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I volunteered for 100+ hours over the course of a year at my local YMCA where I assisted the elderly with technology help. I held one on one as well as group sessions where the elderly could come and ask questions they had about their personal devices.